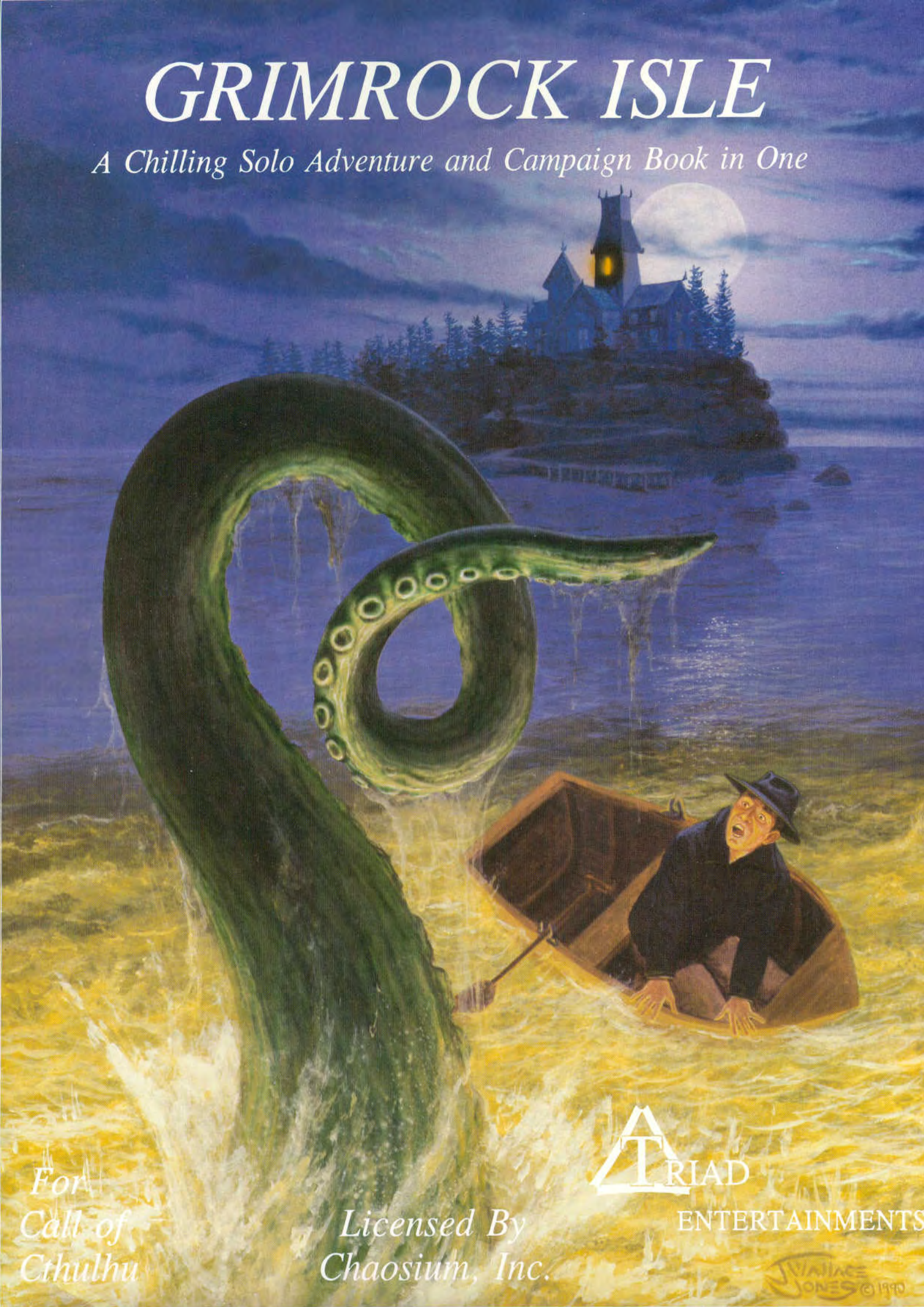
GRIMROCK ISLE

A Chilling Solo Adventure and Campaign Book in One



For Call of Cthulhu

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TRIAD ENTERTAINMENTS

ALONE AND IN DANGER- AGAIN

Welcome to the sleepy little seacoast village of Dove's Bay, Maine, a picture postcard town whose craggy shores have attracted the attention of the idle rich in recent years. While the fishing is not the best, it is enough to keep the townsfolk alive and reasonably comfortable during the long winter months. It is a lovely place to drive through on a motor tour of the New England Autumn foliage. But if you stay; if you stay.....

You hold in your hand a strange case of hauntings and horror, of human villainy and supernatural evil, which you must face alone -- and, with any luck -- survive to write a journal about. To assist you in this endeavor, this package should contain the following items:

1) The Dove's Bay Solo
2) The Bleakmoore Cemetery Solo
3) The Thompson's Bridge Solo
4) The Palmer's Orchard Solo
5) The McKiernan's Lighthouse Solo
6) The Hutchin's Cave Solo
7) The Book of Terrible Knowledge

Your investigation will begin with the Dove's Bay Solo, and you will be directed to the others from various entries within it. The exception is The Book of Terrible Knowledge, which contains the group scenario version of Grimrock Isle, as well as three additional group adventures. The back half of the book contains all the handouts for the Grimrock Isle Solo, which you can remove as you locate them. They in turn can be reused for group play.

DO NOT LOOK AT THE GRIMROCK SCENARIO UNTIL YOU HAVE PLAYED THE SOLO!

ACKNOWLEDGEMENTS

Triad would like to thank Scott Aniolowski for the three additional Dove's Bay scenarios.
Thanks also to Rodell D. Sanford Jr. and Bob Raithel for their excellent interior art.
Most especially, THANK YOU to J. Wallace Jones, who has waited through some mighty strange eons to see his cover art in print.
And as always, thanks to the crew at Chaosium for setting us loose again.

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Address all comments or questions to: Triad Entertainments, PO Box 90, Lockport, NY 14095

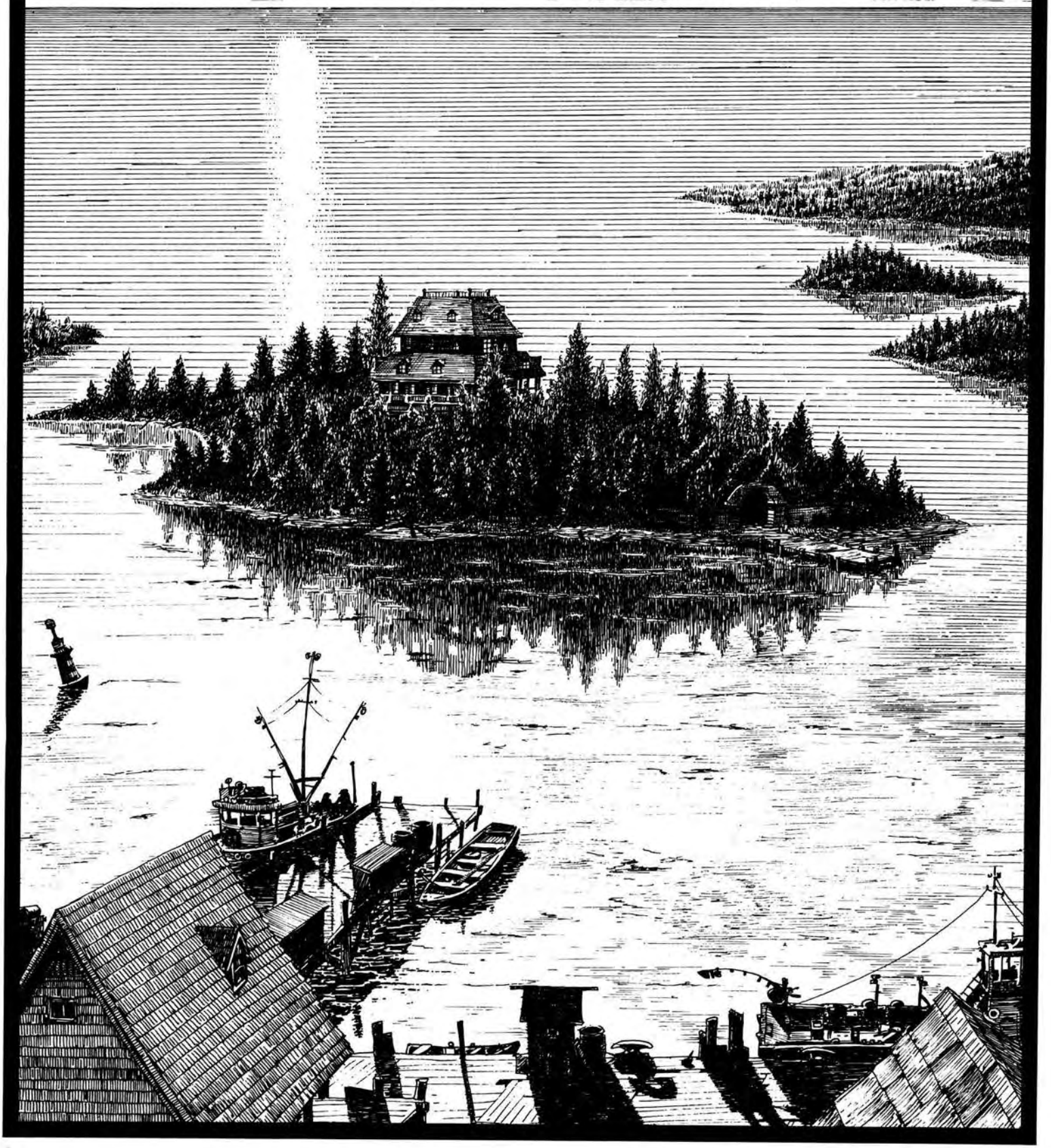
GRIMROCK ISLE TIMETABLE

NOTES

NOON	4:45 PM	9:30 PM	3:15 AM	8:00 AM
12:15 PM	5:00 PM	9:45 PM	3:30 AM	8:15 AM
12:30 PM	5:15 PM	10:00 PM	3:45 AM	8:30 AM
12:45 PM	5:30 PM	10:15 PM	4:00 AM	8:45 AM
1:00 PM	5:45 PM	10:30 PM	4:15 AM	9:00 AM
1:15 PM	6:00 PM	10:45 PM	4:30 AM	9:15 AM
1:30 PM	6:15 PM	11:00 PM	4:45 AM	9:30 AM
1:45 PM	6:30 PM	11:15 PM	5:00 AM	9:45 AM
2:00 PM	6:45 PM	11:30 PM	5:15 AM	10:00 AM
2:15 PM	7:00 PM	MIDNITE	5:30 AM	10:15 AM
2:30 PM	7:15 PM	1:00 AM	5:45 AM	10:30 AM
2:45 PM	7:30 PM	1:15 AM	6:00 AM	10:45 AM
3:00 PM	7:45 PM	1:30 AM	6:15 AM	11:00 AM
3:15 PM	8:00 PM	1:45 AM	6:30 AM	11:15 AM
3:30 PM	8:15 PM	2:00 AM	6:45 AM	11:30 AM
3:45 PM	8:30 PM	2:15 AM	7:00 AM	11:45 AM
4:00 PM	8:45 PM	2:30 AM	7:15 AM	
4:15 PM	9:00 PM	2:45 AM	7:30 AM	
4:30 PM	9:15 PM	3:00 AM	7:45 AM	

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DOVE'S BAY



DOVE'S BAY DIRECTORY

(Remember, 15 minutes' travel time between Locations.)

LOCATION	PARAGRAPH #
*Dove's Bay Realty (Tobias Armbrewster)	-17-
Open 9AM - 4PM, Monday - Friday	
*Mrs. Gordon's Boarding House	-77-
Business Hours are 9AM - 5PM Monday - Saturday	
*City Hall (9AM - 5PM Monday - Friday)	-96-
*Charles Public Library	-88-
9AM - 9PM Monday - Saturday	
*Dove's Bay Gazette	-12-
8AM - 7PM Monday - Saturday, Noon - 3PM Sunday	
*Enos Wade's Boat Rentals	-28-
Available 24 hours a day	
*Seaside Tavern	-24-
4PM - Midnight Monday - Saturday	
*Dove's Bay Church (Open 24 hours)	-79-
*Doc Bloomfield's (Open 24 Hours)	-45-
*Sheriff's Office (Open 24 hours)	-121-
*Johnson's Bait and Tackle	-10-
8AM - 6PM Monday - Saturday	
Jebediah Watles	-34-
Clovis Bloch	-2-
*Bleakmoore Cemetery	Cemetery Solo
*Thompson's Bridge	Bridge Solo
*Palmer's Orchard	Orchard Solo
*McKeirnan's Lighthouse	Lighthouse Solo
*Hutchin's Cave	Cave Solo

* Indicates a location that is available from the start of this solo

NOTE: IN ALL SUBSOLOS, "GO TO -73M-" REFERS YOU TO ENTRY -73- IN THIS BOOKLET

INTRODUCTION

Grimrock Isle is an adventure set in the summer of 1922, and the solo portion is designed for a lone Investigator. Keeper's information is also provided for a group scenario. (See The Book of Terrible Know–ledge.)

NOTE: Do not read the Grimrock Isle group scenario until you are finished with the solo adventure.

Your goal is to solve the mystery of Grimrock Isle within the allotted time span without exceeding your expense account –– and, of course, to survive to tell of your harrowing adventures in the town of Dove's Bay.

Many encounters contained in this adventure are dangerous, but not necessarily fatal to players who are cautious, thinking, and prepared. Blind blundering is not advised here, and remember: Research can be as powerful a weapon as a loaded shotgun.

This adventure is open to any Occupation Type, and you may bring along whatever equipment you currently possess that you think may be useful – and that you are able to carry yourself. Anything you do not bring must be purchased in Dove's Bay with the expense money you will be given by your client. When this money runs out, so does your buying power.

TIME MANAGEMENT

Your Timetable, located on the back of the introductory page, is divided into 5–minute segments. At the end of most paragraphs in this scenario, you will find a notation of the amount of time that particular paragraph has taken up; keep track of this time by placing an X in each time box that you've used up.

Some entries will have no such notation, and these will cost you no time at all. In Dove's Bay, it will take you 15 minutes to travel from one Location to another. All other time intervals are noted at the end of each paragraph.

You must eat two meals a day, and they must be at least 8 hours apart. Each meal requires 1 hour of your time, and cannot be made up the next day. For each day you spend without eating, you will lose 1 CON point, which can only be restored by eating. Remember too that a reduction of your CON will affect your Hit Points.

Six hours a day must be devoted to sleep. The time of day you chose to sleep is up to you, but you must select six consecutive hours for the rest to do you any good.

For each 24 hour period that you go without sleep, you will lose 2 CON points. However, sleep can be made up, to an extent. If you decide to make up for lost sleep, you can restore 1 CON point for every 12 hours you spend asleep. Obviously, you must have lost CON points to be able to do this.

It is essential to keep track of time while in Dove's Bay, for certain Locations you may wish to visit keep strict business hours, and may not be open when you get there.

DOVE'S BAY LOCATIONS

Once you have been given the particulars of your assignment, you can begin your investigation by visiting several of the Locations to be found in Dove's Bay.

At the beginning of this scenario is a Directory of Dove's Bay Locations; this will direct you to an entry where your research can begin. Note, however, that your investigation can only begin at those Locations marked by an *. The other Locations are off limits until you learn of them in the course of your research.

Once you are done at a particular Location, you may simply return to the Directory and make another selection. Some Locations may lead you to a number of encounters or adventures, and you must play these out before you can return to the Directory.

FORMAT

Entries are numbered from 1 to 404 in the main solo, and 1 to approximately 100 in the five sub–solos. Many will provide clues to the mystery of Grimrock Isle; others will lead you into dangerous encounters, dead ends, and, if you are not careful, to your doom.

The entry numbers are in large, bold print. If the entry is a Location or Room, the name will appear in **BOLDFACE CAPITAL LETTERS**. The entry will supply you with all the information available at that location, and will offer you a chance to move on or attempt to gain further information where you are.

When you are ready to leave an entry, you may refer to "GO TO" numbers at the end of the entry. (Ex: GO TO –123–) If there are no GO TO instructions, you must either return to the entry which brought you to this point or, if you are at a Location, simply move on by consulting the Directory.

Next, the time notation will tell you how long you have spent at an entry; mark this time off on your Timetable.

Your Research Points, if any, will follow, and will appear in this format: 3RP.

Beneath each entry will be a list of trace numbers which will tell you what entries could have brought you to the paragraph you are reading.

From time to time, the phrase "*THE END*" will appear at the bottom of an entry. This means that, for better or worse, the scenario is over, either through the solution of the mystery or the untimely demise of your Investigator. In either case you may generate another Investigator and attack the problem from a different angle.

MAKING ROLLS IN THE GAME

Whenever it is necessary for you to make a specific roll in this scenario, the notation will appear at the end of the entry in the following format:

SPOT HIDDEN

SUCCESS -**123**- FAILURE -**459**-

The first line will always be the name of the required roll, while the two notations beneath will tell you what entry number to consult in the case of a successful or failed roll.

If more than one roll is offered, then you have a choice; you may select **one** roll and attempt it. You may never make more than one roll at any given entry unless you are specifically instructed otherwise.

In some cases, the result of a roll will be the loss of POW, SAN, or Hit Points. These notations will be found in the middle of the entry, and will appear thusly:

POW X 5

SUCCESS: -.- FAILURE: -1D8 HIT POINTS

Once you have made the roll, adjust your stats accordingly and continue reading the entry.

In some cases a roll will indicate that nothing happens, and this is shown thusly: -.-. In such instances, you may continue from that point in the paragraph as directed.

SANITY

Sanity – and the loss thereof – operates the same on Grimrock Isle as it is described in the rule book. Should Temporary Insanity Occur, roll 1D10 and consult the chart below to determine the nature of your insanity.

ROLL	AFFLICTION
1	Pantophobia
2	Teratophobia
3	Scotophobia
4	Orphiophobia
5	Nyctophobia
6	Dendrophobia
7	Claustrophobia
8	Entomophobia
9	Thalassophobia
10	Paranoia

Sanity may be regained by the normal means, including defeating monsters. When this occurs, you will be told how many points you have earned.

Permanent Insanity takes you out of the scenario. If it is any comfort to you, your Investigator will be placed in a nice home where he/she will live in relative comfort – except for the nerve–shattering nightmares, of course.

RESEARCH POINTS AND A SUCCESSFUL ADVENTURE

Each time you obtain information that will help solve the mystery of Grimrock Isle, you will be rewarded a certain amount of Research Points. Keep an accurate accounting of them, for they will help to determine the level of your success.

To get a perfect score, your very first Investigator must solve the mystery and thwart any evil that might result from it. Should that happy event fail to come to pass, there is still hope.

When you have finally succeeded in defeating this latent Mythos horror, total the Research Points of the successful Investigator only. From that total, subtract 25 points for each Investigator you have lost in Dove's Bay, and judge the level of your success by consulting the following table.

LEVELS OF SUCCESS

RESEARCH POINT SCORE	RESULT
275 +	Outstanding Success!
250 – 274	Well–earned Success
225 – 249	Modest Success
200 – 224	Excellent Effort
175 – 199	Fought the Good Fight
150 – 174	At Least You Survived
125 – 149	Look for Other Work

You may also add 20 points for each of the following questions you are able to answer:

- ☆ 1) What manner of being was Lazarus Grim?
- ☆ 2) With what Mythos deity was he aligned?
- ☆ 3) What was he attemptimg to do?
- ☆ 4) What was the focus of his power?
- ☆ 5) What became of those who disappeared on Grimrock Isle?

SOUND ADVICE

Think! Careful planning and thoughtful strategy can do you a great service, and costs none of your valuable time.

Make the best use of your time, especially when visiting Dove's Bay Locations. Organize sleep and meal times, and keep track of business hours. Plan on running into a few false leads.

Try to know who your friends are, and make use of them. Exercise caution, and take nothing at face value.

Remember that on this case, you are completely on your own; there will be no fellow Investigator to back you up or pull your fat from the fire if you make an error in judgement.

Don't eat the apple pie at the Seaside Tavern.

TO BEGIN

The radiant sun of an August morning beats down on the roof of your flivver as you chug into the sleepy little seacoast town of Dove's Bay. Like every other coastal town in Maine, this is first and foremost a fishing village, although it is also quite popular as a summer hideaway of the idle rich, whose estates dot the craggy coastline around the Bay. All in all, it looks as perfect as a picture postcard.

With a good night's sleep and a full 7AM breakfast behind you, you feel well prepared for the case upon which you are about to embark. As you wend your way through the quaint village streets, you review the information that you already have in your possession, as set forth in the letter you received early this week.

YOU MAY NOW READ HANDOUT GI-1

Your thoughts now in order, you pull up to the curb before a small colonial cottage whose mailbox bears the name Dove's Bay Realty. You step out of the car into a clear, bright day laced with the salty tang of the sea.

Yet for all of this, you cannot shake a vague sense of oppression, which you realize has been with you since you drove into town. You feel as if you were being watched, and that the one who watches is not a friend. Perhaps it is merely a nervous reaction nurtured by your past investigations into the realm of the paranormal – or perhaps it is something more.

Shaking yourself free of this foreboding mood, you force your thoughts back to the business at hand. You have much to do, and very little time in which to do it.

Squaring your shoulders, you open the door to the realty office and step confidently inside.

To begin your investigation, turn to ENTRY 1.

1. **DOVE'S BAY REALTY** consists of a single large office which takes up the whole of the cottage's floorspace. Filing cabinets and bookcases line the walls, though occasional oil paintings of seascapes and sailing vessels break the monotony.

Near the back of the office stands a large mahogany desk behind which sits a stocky, white-haired gentleman of middle years, who can be none other that Tobias Armbrewster. As he rises to shake your hand, you introduce yourself.

"Ah yes!" Armbrewster beams. "And right on time as well. Please, be seated."

After a brief exchange of pleasantries, Armbrewster offers you the details of the case.

YOU MAY NOW CONSULT HANDOUT GI-2.

Armbrewster opens a desk drawer and removes a thick envelope, which he hands to you. Inside are a ring of large, ornate keys, and $100 in assorted bills.

"The keys to Grim House and your expense money," the realtor explains. "Remember, you have two weeks from today to produce results, or else our contract will be voided, and I will owe you nothing more.

"Now I suggest you get settled in and down to business. I've taken the liberty of informing Mrs. Gordon of your arrival, and she has a room prepared for you that I think you will find most comfortable. Thank you for coming, and good luck to you!"

When you have completed your assignment or are ready to leave Dove's Bay, you must report to Mr. Armbrewster at **–17–**. Make a note of this entry number so that you will not forget it.

15 MINUTES (TO BEGIN) 1RP

YOU MAY NOW PROCEED TO ANY DOVE'S BAY LOCATION

2. Responding to your knock is a tall, gaunt man of sallow complexsion and indeterminate years who admits to the name of Clovis Bloch. He is neither hostile nor hospitable, and does not invite you in.

FAST TALK

SUCCESS **–101–** FAILURE **–55–**

5 MINUTES (DIRECTORY)

3. The Father's cheerful expression clouds. "I'm afraid I can't help you there; I know very little about the place or the people who lived there."

PSYCHOLOGY

SUCCESS –56– FAILURE –73–

15 MINUTES (–98–)

4.

YOU MAY READ HANDOUT GI–19

15 MINUTES (–80–) 5 RP

5. "You blundering idiot!" Armbrewster hisses. "How am I to attract a buyer with damaged goods? And who is going to pay for the mess you left behind, eh?"

LUCK

SUCCESS –41– FAILURE –58–

(–17–)

6. "Sorry I couldn't be more help to ya," you hear as you mope along your way to **–73–**.

5 MINUTES (–59– –78–)

7. Though you cannot see his features, you are certain the man has been watching you. Whoever this fellow is, he has realized that he's been found out, and makes for the door. You can follow him out to **–43–**, or do something else at **–91–**.

(–60–) 1 RP

8. "I don't have time for this right now. Come back tomorrow and I might be able to help you."

You may now move on to any Dove's Bay Location.

(–36–)

9. You feel yourself held suddenly immobile by the mighty pressure of unseen tendrils. Your heart pounds as you struggle frantically against the hellish, crushing grasp but it is no use.

As the madman laughs with maniac glee, the strength is drained from your body, and as your vision clouds, you realize that, for you, this is

THE END

(–13–)

10. JOHNSON'S BAIT AND TACKLE – Here you may purchase any item listed in the Call of Cthulhu Sourcebook, at the prices quoted therein. NO CREDIT!

When you are done, you may move on to **–73–**.

15 MINUTES (DIRECTORY)

11. Dripping wet, shivering, and more than a little frightened, you continue your journey to **–73–**, suddenly very wary of your surroundings. It is clear you have an enemy in Dove's Bay.

(–64– –35– –83–)

12. DOVE'S BAY GAZETTE is owned and operated by Duncan Kirkcaldy, who maintains a complete file of the paper's past editions. If you wish to consult them, you may inquire at **–36–** or simply strike up a conversation with Duncan at **–32–**.

(DIRECTORY)

13. "Your continued existence is a grave error," Armbrewster growls, his voice suddenly harsh and threatening. "And since it was I who lured you here, it is I who must correct that error."

In a flash of insight you realize that Armbrewster is allied with the evil of Grim House, and even now prepares to spell that will blast you from the face of existence! To avoid such a fate, match your POW against Armbrewster's POW of 15 on the Resistance Table. If you are successful, continue the confrontation at **–37–**. Fail, and the results will be found at **–9–**.

(–41– –5–) 10RP

14. The Doc and Sheriff Ekhart exchange troubled glances. Before you realize what is happening, you are fitted for a straitjacket and sent on your way to Temple Sanitarium for "observation."

Once every twelve hours, you may attempt an Oratory roll to convince the house psychologists that you are in possession of your full faculties and can be released.

You may return to Dove's Bay, but if you have exceeded your two–week deadline you may as well look for a new assignment for, as far as this case is concerned, this is

THE END

(–42–)

15. You are certain the person following you wore a distinctive red knit cap. You will know it if you see it again. Move cautiously on your way to **–73–**.

(–43–) 2 RP

16.

YOU MAY READ HANDOUT GI-15

If you care to pass another half hour researching this subject, you may do so.

LIBRARY USE

SUCCESS **-401-** FAILURE **-88-**

(-88-) 5 RP

17. Tobias Armbrewster can be found at his office during regular business hours. He will be most anxious to hear the results of your investigation.

BEFORE THE DEADLINE

If you cleansed Grim House of its evil and left the property undamaged, you are rewarded at **-41-**.

If you successfully exorcised Grim House, but caused extensive damage, you may conclude your business at **-33-**.

If you destroyed the evil at Grim House and the house as well, proceed sheepishly to **-81-**.

AFTER THE DEADLINE

If you cleared the house of its evil without any property damage, present your argument at **-100-**.

If you are victorious but caused damage to the house, present yourself at **-5-**.

If your efforts have destroyed Grim House, plead your case at **-29-**.

(-1- -240-)

18. You recognize these putrid masses as the various internal organs of chickens.

1/2 LUCK

SUCCESS **-178-** FAILURE **-141-**

(-89-)

19. Father McFarlan will gladly do so, and will give you a crucifix and a flask of holy water as well. "These are my weapons against evil," he tells you. "May they work as well for you."

Thanking him, you leave the church for **-73-**.

15 MINUTES (-98-)

20. As long as you can afford it you can play. Each hand will take 15 minutes, and will require a Luck roll from each player. The player with the lowest roll wins the hand, and a pot of 1D10 quarters. No talking is allowed at the table, save for bidding. Your opponents' Luck are 55%, 70%, 45%, and 75%.

When you've had enough, you can either return to **-91-** or leave the tavern at **-46-**.

(-91-)

21.

YOU MAY READ HANDOUT GI-10

(-96-) 10 RP

22. The padlock defeats your best efforts. Return to **-93-** and try something else.

10 MINUTES (-51-)

23.

YOU MAY READ HANDOUT GI-22

SANITY

SUCCESS -.-

FAILURE - 1d4 Points of Sanity from Revulsion

You may continue reading at **-71-**, or leave shakily to **-73-**.

60 MINUTES (-52-) 10 RP

24. SEASIDE TAVERN - This little rough clapboard structure houses an equally rough collection of Dove's Bay residents. Meals are 75 cents, beverages 25 cents, and coffee 10 cents a cup.

The waitress will ask if you'd like a piece of apple pie. If you do, you are served at **-72-**. If not, go on to **-91-**.

15 MINUTES (DIRECTORY)

25.

YOU MAY READ HANDOUT GI-7

3 RP

(-96-)

26. A ten foot fence of rough planks encloses the back yard.

CLIMB AT +10%

SUCCESS **-93-** FAILURE **-74-**

NOTE: You may give up at any time and take off for **-73-**.

(-55- -74-)

27. He cannot be swayed by your convincing words, maintaining his protests of ignorance. You'll have to try again another time.

Go Now to -73-.

15 MINUTES (-56-)

28. ENOS WADE'S BOAT RENTAL – Enos is a crusty old salt who will never turn down the chance to make a dollar. For $25, he will ferry you across the bay to Grimrock Isle.

"You want me to pick you back up, you light the lamp on the island dock, an' I'll be by in an hour or so. Cost another $25."

Whenever you are ready to make the crossing, do so at **-76-**.

15 MINUTES (DIRECTORY)

29. Mr. Armbrewster, convinced that you destroyed the house to cover up your incompetence, summons the Sheriff and has you arrested. You are charged with Criminal Trespass (you were no longer in Armbrewster's employ), Destruction of Private Property, and Arson. You are sentenced to five years' imprisonment, but you get out in two years for good behavior.

While in prison you do a good deal of reading, and try your hand at the pen yourself. After your release, you go on to a new career as a writer of short horror fiction. As for your old life as an Investigator, this is

THE END

(-17-)

30. "If you think it'll help, I can let you read the old boy's diary. Kept it in a trunk in the attic all these years, an' almost threw it out; now I'm glad I didn't."

LUCK

SUCCESS -97- FAILURE -78-

5 MINUTES (-59-) 1 RP

31. It seems obvious to you that you won't be picking up any more information here, so you leave for **-73-**.

15 MINUTES (-60-)

32.

YOU MAY READ HANDOUT GI-17

Duncan will refresh your coffee, and show you down a flight of steps to the cellar and **-80-**.

1 HOUR (-12-) 15 RP

33. Mr. Armbrewster is understandably miffed. While he is willing to accept your word that Grim House is clear of evil influence, he is far from willing to excuse the damage you have wrought there. He tells you he is with-holding payment of your fee until the extent of the damages can be assessed. Stiffly, he bids you good day.

Three months later, you receive a check for $10.95 and an itemized list of repairs attached. Yet you are cheered, for the arrival of the check means that, as far as the affair at Grimrock Isle is concerned this is, for you,

THE END

(-17-)

34. The door of this quaint little cottage opens at your knock, and Jebediah Wattles greets you with a warm smile. He is a pleasant sort, who lets you get around to the reason for your visit in your own good time.

FAST TALK

SUCCESS -59- FAILURE -82-

5 MINUTES (DIRECTORY)

35. Something grabs you by the foot and drags you under!

POW X 5

SUCCESS -.-

FAILURE -1d4 points from inhaling water.

You look down to see what has snagged you -- and nearly scream all the precious air from your lungs!

SANITY

SUCCESS -1 SAN

FAILURE -1D6 SAN

Enormous eyes bulge lidlessly in a bulbous, grey-green head, a nameless thing which is dragging you deeper.... deeper...!

Match your STR against the creature's STR of 14 on the Resistance Table, once per round until you are free. For each round that you miss, follow the rules for Swimming and Drowning as found in the rulebook.

If you free yourself, you may fearfully paddle to safety at **-11-**. If you cannot, you are dragged down into the depths, never to be seen or heard of again.....

15 MINUTES (-64- -83-) 10 RP

36. Duncan seems reluctant. "Well, I don't know... Don't like strangers coming in and messing things up..."

FAST TALK

SUCCESS -84- FAILURE -8-

OR

ORATORY

SUCCESS -61- FAILURE -8-

15 MINUTES (-12-)

37. Roaring in enraged frustration, the glassy-eyed, slobbering realtor launches himself at you. "Die! Die!" he screams, "And may the Dark Ones feast on your soul!"

If you have a gun, you will have one chance to use it before the madman is upon you. If you can inflict 10 points of damage or more, witness the result at -85-.

Should you be forced to struggle barehanded with the raving minion, match his STR of 14 against yours on the Resistance Table. Each time you fail, your enemy will choke 1 Hit Point out of you until you are dead, or until you win a STR struggle. Once you have done so, you may advance to -62-.

(-13-)

38. Sheriff Ekhart looks skeptical, but he accepts your story.

"Just be a little more careful from now on, will ya?"

Proceed to -73-.

15 MINUTES (-42-)

39. Without warning you are shoved from behind, and plunge headfirst into the chill waters of the Bay!

POW X 5

SUCCESS -64- FAILURE -83-

(-46-)

40. You are able to convince Armbrewster to accept your fee as payment for damages to the house. You leave Dove's Bay no richer, but comforted by the knowledge that you have made the world a safer place.

THE END

(-58-)

41. You have accomplished a great deal," sighs Mr. Armbrewster after you have made your report. "In light of this astonishing story, I am amazed that you even survived."

LUCK

SUCCESS -66- FAILURE -13-

(-17- -5-)

42. Doc Bloomford excuses himself for a moment, and 15 minutes after his return, Sheriff Ekhart enters.

"Doc called me," he says. "Tells me this is your third time 'round since you got into town. Mind tellin' me what you're up to that's causin' you all this damage?"

You can come clean and tell the whole horrible truth at -14- or:

FAST TALK

SUCCESS -38- FAILURE -63-

15 MINUTES (-45-)

43. Furtive footsteps behind you! You whirl about to see a dark figure vanish behind a stack of lobster traps. You investigate, but your unwelcome shadow is nowhere to be seen.

SPOT HIDDEN

SUCCESS -15- FAILURE -73-

15 MINUTES (-46- -7-)

44.

YOU MAY READ HANDOUT GI-14

(-88-) 15 RP

45. DOC BLOOMFORD'S. Here you may receive medical attention at any time of the day or night. The Doc will restore 1 hit point on each wound you have sustained, and see to it you are safe from infections.

Upon your third visit to Doc's, you may consult -42-.

30 MINUTES (DIRECTORY)

46. You stroll along the wharf, trying to sort out your facts as you take in the sea air.

LISTEN

SUCCESS –43– FAILURE –39–

(–20– –68–)

47.

YOU MAY READ HANDOUT G1–13
then return to –88–

(–69–) 10 RP

48. If you are fleeing some creature of the supernatural, you may huddle at –86–. If you seek protection from some horror of the Mythos, you may cringe at –67–.

15 MINUTES (–79–)

49. The men at the bar are friendly enough, but on the subject of Grimrock Isle they have little to say.

FAST TALK

SUCCESS –87– FAILURE –91–

15 MINUTES (–91–)

50.

YOU MAY READ HANDOUT GI–11

(–96–) 10 RP

51.

MECHANICAL REPAIR

SUCCESS –70–FAILURE –22–

5 MINUTES (–93–)

52. You must remain in the church while reading this volume; Father McFarlan will let you stay as long as you wish. You must read the book for at least 1 hour to gain any useful information.

YOU MAY READ HANDOUT GI–21.

When you have done so, you may either read another hour at –23–, or leave the church for –73–.

60 MINUTES (–94–) 10 RP

53.

YOU MAY READ HANDOUT GI–4

FAST TALK

SUCCESS –403– FAILURE –231–

(–95–) 10 RP

54.

YOU MAY READ HANDOUT GI–6

(–96–) 5 RP

55. "I ain't got no time fer such foolishness," the cadaverous Bloch snaps at you just before the door slams in your face. Will you sulk off to –73–, or do a bit of prowling at –26–?

(–2–)

56. He is not being completely truthful. Could he be hiding something, some dark and terrible secret?

FAST TALK

SUCCESS –75– FAILURE –27–

OR

ORATORY

SUCCESS –94– FAILURE –27–

15 MINUTES (–3–)

57.

YOU MAY READ HANDOUT GI–20

15 MINUTES (–80–) 10 RP

58.

FAST TALK

SUCCESS –40– FAILURE –81–

(–5–)

59. "Can't say as I can help much", Wattles explains over coffee. "My grandpappy was a nasty piece of work all 'round, but as to what he mighta been doin' out on the Isle, I really couldn't say. Nothin' good, you can bet. Had to do with devil worship, or somethin' like that.

LUCK

SUCCESS –30– FAILURE –6–

15 MINUTES (–34–) 5 RP

60. A man seated in the shadows draws your attention because of the bright red cap he is wearing.

SPOT HIDDEN

SUCCESS –7– FAILURE –31–

15 MINUTES (–91–) 1 RP

61. Duncan doesn't particularly care for your fancy, highbrow attitude, but reluctantly allows you two hours in which to conduct your research, after which you must leave. He points you to a narrow flight of rickety stairs which take you down to **–80–**.

(–36–)

62. Your shove throws the madman away from you. Unbalanced, he falls, cracking his head soundly on the corner of his desk. He does not rise, and a quick examination reveals that he is dead.

Realizing your predicament, you flee the scene, to return later with a crowd of curious townsfolk a short time after the body is discovered. Sheriff Ekhart steps out of the office to announce that Tobias Armbrewster has died as the result of an accidental fall; you are off the hook.

You leave Dove's Bay the next morning, shaken by your experiences there. Because your arrangement with Armbrewster was a private one, you know you'll be receiving no fee from his estate.

But the money is not as important as being alive. A new day lies ahead, and new challenges await you.

THE END

(–37–)

63. Your story does not impress the sheriff.

"You're a troublemaker, and I want you out of town – now."

You are escorted to the edge of town and sent on your way; your case in Dove's bay is now closed.

THE END

(–42–)

64. You sputter to the surface, shaken but unharmed, and begin paddling for the nearby shore beneath the wharf.

LUCK

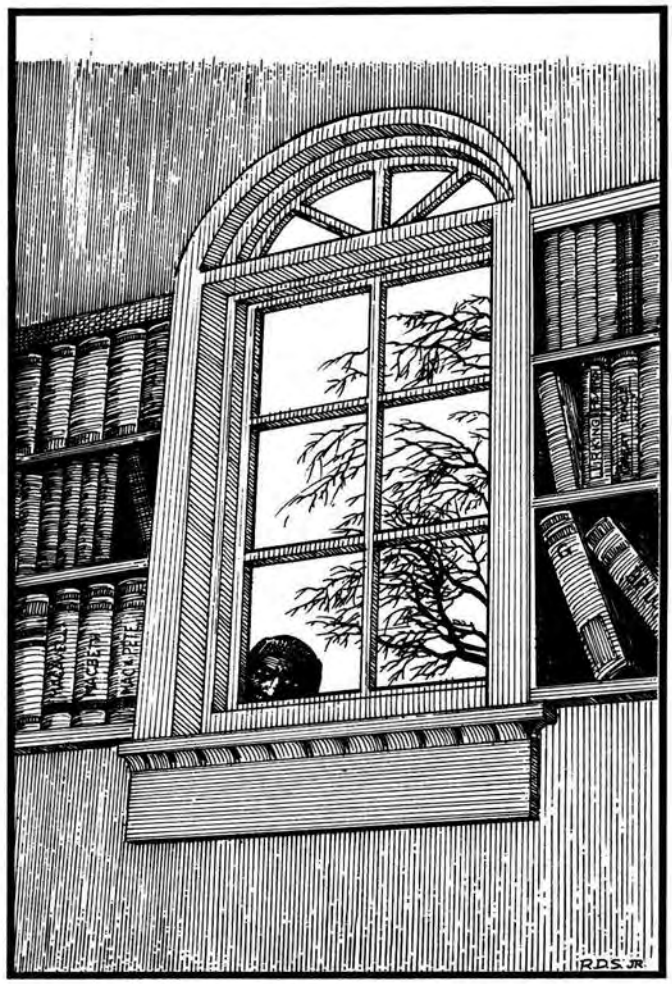
SUCCESS **–11–** FAILURE **–35–**

15 MINUTES (–39–)

65. As you look up from your studies, you see a dark figure peering in through a nearby window. Before you can react, the figure is gone like a ghost. Has someone been watching you?

RETURN TO **–88–**

(–88–)



66. Armbrewster hands you a check for $2,000. "This cannot begin to compensate you for all you've been through, but it is all I can offer – that, and my eternal gratitude."

The sky is clear and the air is warm as you take your leave of Dove's Bay. The air seems fresher now, and the breeze from the sea carries a promise of hope for the future that lifts your troubled spirits.

You have done well here, and though it will never be known, you have preserved the world against a blasphemous horror which sought to destroy it.

WELL DONE!

(–41–)

THE END

67. Too late you realize that this horror is no respecter of holy ground. The thing bursts into the church after you, rending you into shredded tatters of flesh and bloody spatters upon the wall.

THE END

(–48–)

68. A slip of paper that wasn't there a second ago lies at your elbow. On it is a hastily scribbled note:

YOU MAY READ HANDOUT GI-29

You may puzzle over this at **-91-**, or leave the tavern **-46-**.

(-87-)

69.

YOU MAY READ HANDOUT GI-12

If you can make a successful Library Use roll, you may spend another 15 minutes at **-47-**.

(-88-) 5 RP

70. Unlocking the old padlock, you swing the cellar doors aside, revealing a flight of flagstone steps leading down into a darkness redolent with the miasma of rotting flesh.

You may descend into **-89-**, or return to **-93-** and search elsewhere.

5 MINUTES (-51-)

71.

YOU MAY READ HANDOUT GI-23

SANITY

SUCCESS -1 SAN

FAILURE -1D8 Points of Sanity from Horror.

Thanking Father McFarlan for his assistance, you make your way unsteadily to **-73-**.

60 MINUTES (-23-) 15 RP

72. This is without doubt the worst thing you've ever had in your mouth. The wretched concoction drains you of 1 CON point, and you'll probably be sick later tonight. You were warned!

Proceed nauseously to **-91-**.

15 MINUTES (-24-)

73. You may now proceed to any Dove's Bay Location.

74. You lose 5 minutes and 1 hit point from the fall. Return to **-26-** and try again.

5 MINUTES (-26-)

75. "There are troubled spirits in that house," Father McFarlan whispers reluctantly. "It is possible that the answers to all your questions lie with them." It is clear that he knows more, but you will have to return another time to coax the information out of him. Go to **-73-**.

15 MINUTES (-56-) 5 RP

76. The crossing will take half an hour. During this time, you may try to start up a conversation with your taciturn boatman.

FAST TALK

SUCCESS **-95-** FAILURE **-231-**

30 MINUTES (-28-)

77. MRS. GORDON'S BOARDING HOUSE was once a palatial manor house, but hard times forced the family to remodel and take in boarders. Now only motherly old Mrs. Gordon is left, but she is unflagging in her efforts to see to the comfort of her guests.

A comfortable, homey room rents for a dollar a day; a $10 deposit is required for weekly boarders. Each guest is given his or her own key, but "I'll have proper behavior, if you don't mind," she informs you sternly.

"I tolerate no drunkenness or uncivil behavior, and I would hope you would consider your fellow boarders if you should return late of an evening. Meals are served promptly at 8AM, Noon, and 6PM." Beyond these groundrules, you are free to come and go as you please.

NOTE: Each time you return to the Boarding House, roll 1D6. If you roll a 1, consult the Event Table at Paragraph **-200-**, and proceed from there. If you do not roll a 1, you may return to the Directory and go about your business as usual.

TIME AS REQUIRED (DIRECTORY)

78. Fifteen minutes later, Wattles sets before you a mildewed, mouldering, malodorous hunk of pulp that may have at one time been a book. "I shoulda fixed that leak in the roof," Wattles apologizes. "This here book is ruint."

Disappointed, you excuse yourself for **-73-**.

15 MINUTES (-30-)

79. DOVE'S BAY CHURCH - If you are visiting, enter at **-98-**. If you require sanctuary, seek it as **-48-**.

(DIRECTORY)

80. The newspaper morgue is located in the basement, and back issues of the paper have been

kept well preserved and in good order. For every 15 minutes you spend researching, you may make a Library Use roll. You may read what you have found at the following entries, and once you have done so, return here and try for another. Once you are done, you may leave for **–73–**.

ROLL	GO TO
1	–99–
2	–4–
3	–57–

(–84– –61– –32–)

81. "I'll sue!" a flushed and angry Mr. Armbrewster screams at you. "The property is next to worthless now, I am ruined, and it is all your fault! I'll sue, I say!"

This he does, and because you dare not reveal the true reasons for the destruction of the house, he wins the case. You spend the rest of your life paying off the enormous settlement, but you console yourself with the knowledge that, for the evil which haunted the halls of Grim House, this is most assuredly

THE END

(–17– –58–)

82. "I don't like people comin' 'round here openin' up old wounds," Wattles tells you sourly. "I'd be obliged if you get off my property and don't come back."

This lead is a dead end; you may sulk at **–73–**.

5 MINUTES (–34–)

83. Caught by surprise, you inhale a sizeable quantity of seawater, sustaining 1D4 points of drowning damage. Struggling to the surface, you set out for the shore beneath the wharf.

LUCK

SUCCESS **–11–** FAILURE **–35–**

15 MINUTES (–39–)

84. "You've got a real line, I'll give you that," Duncan chuckles. "That makes you good journalist material. All right, I guess it won't hurt if you do a little research – but be careful, mind you!" he admonishes as he escorts you down a narrow flight of stairs and into **–80–**.

(–36–)

85. With a final maniacal gurgle, the madman falls dead at your feet. You realize that the sound of the shot is sure to draw unwanted attention.

Racing to your car, you drive off, riding around town and attempting to collect your thoughts before returning to the scene of horror.

Sheriff Ekhart and a small horde of curious onlookers are present, but it seems you were lucky; no one saw you leaving the office after the fatal shot was fired.

The investigation into Tobias Armbrewster's death drags on for a week. You are questioned on several occasions, but the Sheriff seems satisfied with your answers.

The murder is presumed to have been the result of an attempted robbery, and you are finally allowed to leave town, no richer for the experience, but knowing you have at least banished some small portion of evil from this world.

THE END

(–37–)

86. The foul creatures pursuing you cannot set foot within the church. You are safe if you remain here until dawn (6 AM), after which you may make your shaken way to **–73–**.

(–48–) 5 RP

87. "The house is haunted," you are told. "We see lights movin' around in the mansion sometimes when we're night–fishin'. Place is fulla ghosts, an' nobody goes there unless they want to become one of 'em."

FAST TALK

SUCCESS **–68–** FAILURE **–91–**

15 MINUTES (–49–) 3 RP

88. THE CHARLES PUBLIC LIBRARY. For each half hour you spend here, you may research one subject. You must observe the library's hours, and leave promptly at closing time (9PM).

To research a subject, you must make one successful Library Use roll per subject. You cannot roll twice for the same subject on the same visit, but you may return the next day and try again.

SUBJECT	GO TO
Local History	–69–
Lazarus Grim	–44–
Occult	–16–

Other –120–

When you have researched one subject, return here to attempt the next. You may research these subjects in any order you wish.

SPOT HIDDEN

SUCCESS –**65**– FAILURE –.–

(–120– DIRECTORY)

89. Gagging on the foul odor, you descend into an earthen cellar furnished with 3 large iceboxes, a long counter with 2 sinks, and 3 crocks filled with rotting meat.

ANTHROPOLOGY

SUCCESS –**18**– FAILURE –**112**–

OR

SPOT HIDDEN

SUCCESS –**182**– FAILURE –**141**–

5 MINUTES (–70–)

90.

YOU MAY READ HANDOUT GI–8

(–96–) 15 RP

91. What's your pleasure? Will you join the four ruffians playing cards at –**20**–, go to the bar and try to strike up a conversation at –**49**–, or simply sit and observe at –**60**–? You may attempt each action only once per visit.

(–24– –72– –20– –7– –68–)

92.

YOU MAY READ HANDOUT GI–9

(–96–) 10 RP

93. The back yard is an overgrown, weed–infested plot sporting two gnarled and termite–ridden trees. Against the side of the house at –**51**– is a set of unpainted doors which obviously lead into the cellar, while against the back wall of the fence at –**138**–is a small coop. There is a back door to the house at –**198**–.

5 MINUTES (–22– –26– –70–

–137– –163– –194–)

94. Father McFarlan takes you into his office, closing the door securely behind you. There, he unlocks a drawer of his desk and removes a very old, time–weathered book, which he hands to you.

"This was found in Grim House after the raid of 1846, and was given to my predecessor for safekeeping. You may read it – if you dare."

The title of this tome is, "**Through the Realms of Death**," by Armond de Bourgalais. You may make yourself comfortable at Father McFarlan's desk and read it at –**52**–, or bid the Father good day and be off to –**73**–.

15 MINUTES (–56–) 5 RP

95.

YOU MAY READ HANDOUT GI–3

FAST TALK

SUCCESS –**53**– FAILURE –**231**–

(–76–) 2 RP

96. CITY HALL. The legal records of Dove's Bay are well ordered and reasonably well preserved, dating back well beyond the 1840's. For every half hour you spend here searching through the town records, you may make a Library Use roll, up to a total of 6 rolls.

For each roll you make, consult the entry for which you made the roll, then return here for further research. You may return at another time to try for the rolls you missed, but you cannot make the same roll twice during the same visit.

ROLL	GO TO
1	–54–
2	–25–
3	–90–
4	–92–
5	–21–
6	–50–

If you know the name Geofry Thomas Ridley and would like to learn something about him, another successful Library Use roll will send you to –**116**–.

30 MINUTES PER ROLL (DIRECTORY)

97. The diary of Jebediah Wattles' grandfather tells of a secret cult formed by Lazarus Grim. The cult worshipped an unnamed sea god and its spawn, hinting that there were certain instances of –intermingling which occurred between the cultists and the unwholesome deity's less–than–human minions.

What impresses you most is the author's admi–

ration of Grim's determination "to see his Grand Design come to Fruition despite all the Obstacles intervening – even unto Death itself!"

Thanking Mr. Wattles, you take your newfound knowledge with you to **–73–**.

60 MINUTES (–30–) 25 RP

98. Father McFarlan offers you a warm welcome and any assistance he is capable of giving. You may do one of the following per visit:

Ask the good Father about Grim House at **–3–**.

Ask for the Father's blessing at **–19–**.

15 MINUTES (–79–)

99.

YOU MAY READ HANDOUT GI–18

15 MINUTES (–80–) 5 RP

100. Make a convincing Fast Talk roll. If you can, Mr. Armbrewster will grudgingly pay you $2,000 minus $200 for every day beyond the deadline. If you cannot make the roll, Armbrewster refuses to pay, and gruffly wishes you good day. Either way, you are free to move on to new adventures, for this is

THE END

(–17–)

With a successful Fast Talk, you are able to convince Armbrewster to accept your fee as payment for damages to the house. You leave Dove's Bay no richer, but comforted by the knowledge that you have made the world a safer place.

(–5–)

THE END

101. "I'm a simple man," Clovis informs you gruffly. "I don't hold with bowin' an' scrapin' to some sea–demon like my granpappy done. Never could unnerstan' what that crazy old man wanted with the likes of Lazarus Grim.

"Granpap, he'd tell me stories when we wuz alone; 'bout some buncha things he called the Great Old Ones, an' how one of 'em cud make a man wealthy an' powerful beyond his dreams. Ask me, hard work and honest livin's the only way to make a buck.

"He called this thing Kathooloo, 'r somethin' like that. Hinted that Lazarus Grim wuz gonna call this thing up from the past. That's all I know 'bout it. Wanna buy a chicken?"

Thanking Clovis and declining his offer, you head thoughtfully off to **–73–**.

15 MINUTES (–2–)

1% MYTHOS 20 RP

102. On a small table beside a rotting sofa, you spot a small teak chest, of the sort in which jewelry might be kept.

Will you inspect the chest at **–165–**, or leave it be, returning to **–206–** to continue your tour?

NOTE: Do NOT make the Spot Hidden roll at **–206–** again.

5 MINUTES (–206–)

103. There is nothing of any interest in the roll top desk and cabinet save for an assortment of small crawling insects.

The bookcases contain volumes on business and accounting, various sciences, and a few works of fiction.

SPOT HIDDEN

SUCCESS **–155–** FAILURE **–199–**

5 MINUTES (–277–)

104. You find yourself at the beginning of what looks to be a maze of tunnels, murksome and foul–smelling. You may explore them in the following manner:

1D6 Roll	Result
1	Dead End
2	20' Straight Tunnel
3	T Intersection
4	Tunnel Opening on the Left
5	Tunnel Opening on the Right
6	Y Intersection

NOTE: Allow 25 feet of tunnel between rolls.

Allow 10 minutes for each roll. Also, for each roll, you must make a Luck roll at 1/4. If you make it, go immediately to **–186–**.

NOTE: When tunnels seem to intersect where they shouldn't, assume that the slope of the tunnel has carried you beneath the level of the first tunnel.

(–137–)

105. A chill runs up your spine as you realize that you are not alone here.

"That is right," growls a resonant voice from the shadows. "I am here; I have always been here and I always shall be. You shall remain as well, my friend – but in a far different manner and form."

This imposing apparition which must be Lazarus Grim raises up a golden chest studded with gems, and opens up the lid.

"I require the power of your soul to fashion the Gate that will free Great Cthulhu from his aeons–long imprisonment – and I shall have it now!"

POW X 3

SUCCESS –**140**– FAILURE –**172**–

NOTE: If you are wearing a rattlesnake amulet, add 10 points to your POW for this roll only.

5 MINUTES (–261–) 10 RP

106. You catch a glimpse of bright light from within the box, but otherwise you are unaffected. A cry of outrage causes you to whirl about, to be confronted by...

SANITY

SUCCESS –**196**– FAILURE –**122**–

(–165–)

107. You attempt to flee, but the doors leading to safety slam shut in your face. Something strikes you on the back of the head, and you know no more for the next hour, when you awaken with a splitting headache and the loss of 1 Hit Point. The chest is, of course, gone.

Return to –**206**– and resume your tour.

NOTE: Do NOT make the Spot Hidden roll at –**206**– again.

60 MINUTES (–128–)

108. By pure chance you discover a trap door in the ceiling. You may investigate at –**159**–, or call it quits at –**163**–.

5 MINUTES (–141–)

109. As you look up along the path, your eyes are drawn to the uppermost floor of the manse, which can just be seen over the crests of the pines. There is a light glowing in a window there, an eerie, unnatural illumination in a house that has been deserted for several years...

SPOT HIDDEN

SUCCESS –**334**– FAILURE –**226**–

5 MINUTES (–299–)

110. You reach the gun first, a fact which hardly makes you popular with Clovis.

"I don't know nothin' 'bout Lazarus Grim or his island," he grumbles a reply to your questions. "An' even if I did, I wouldn't tell the likes of you."

Having reached a dead end here, you unload the shotgun and hastily depart for –**73**– before Clovis has a chance to reload it.

10 MINUTES (–175–)

111. Once, twice, three times you fire at point blank range. The bullets plunge into the body of Lazarus Grim – to no effect whatsoever. The creature he has become merely stands there with an evil grin on his deathshead face as he holds up that strangely glowing chest...

Meanwhile, the water of the pool has begun to boil, sloshing in great waves over the edging tiles; then, there comes a vast heaving and...

SANITY

SUCCESS –**149**– FAILURE –**171**–

(–140– –148–)

112. You cannot identify what creature these assorted organs once belonged to, and you find yourself wondering if you really want to find out. With a shudder, you move on to –**141**–.

5 MINUTES (–89–)

113. Powerful, unnaturally strong hands seize you, flinging you clear across the room for 1 point of damage.

As you struggle to rise, you see the withered thing scoop up the golden box and clutch it to its sunken chest. Slowly, the thing fleshes out, becoming an imposing figure of a man who can only be Lazarus Grim.

"We will meet again," he hisses at you, "but perhaps next time it will be down in my domain!"

Turning, the hellish figure stalks from the room, the double doors slamming shut behind him; you can hear his very real footsteps receding into the distance of the house.

Groggily, you return to –**206**–, taking up where you

left off.

NOTE: Do NOT make the Spot Hidden roll at **-206-** again.

10 MINUTES (-181- -196-)

10 RP

114. Your mind is seared by a red hot poker of abyssal fear as the abominable spawn of unnatural depths lunges bonelessly at you, tentacles reaching hungrily.

You have time for one final scream, which at least drowns out the triumphant laughter of Lazarus Grim and his mocking tribute: "Fool!"

THE END

(-167- -171-)

115. Numb and weakened, you stagger back under the wrathful gaze of Lazarus Grim. The waters of the pool froth and slop over the tiles, soaking your feet as something rises up from below...

SANITY

SUCCESS **-167-** FAILURE **-402-**

5 MINUTES (-164-)

116.

YOU MAY READ HANDOUT GI28,
THEN RETURN TO **-96-**.

5 MINUTES (-96-)

117. You have released the captive souls of Grim House and broken Lazarus Grim's unnatural hold on life. His plot is thwarted, and his evil hold over this house is broken.

You are rewarded with 1D20 points of Sanity, and you realize that all the Hit Points and POW you have lost while in Dove's Bay have been restored to you. Well done!

Moving unsteadily through the house, you are able to make it to **-400-** without fear of supernatural encounters. Grim House is at peace.

15 MINUTES (-136-)

118. Your hands numb and all but useless you stagger back, pursued by Lazarus Grim's mocking laughter.

The waters of the pool heave and froth, and something pushes up from below...

SANITY

SUCCESS **-149-** FAILURE **-171-**

5 MINUTES (-164-)

119. Gasping, whimpering, crying like a child, you scramble out of the house as that thing below brings the entire structure crashing to ruins behind you.

After a time, you are composed enough to stagger to the dock and signal Enos Wade to pick you up.

You say nothing on the return journey, your mind plagued by visions of the thing in the pool – and of the horrible sound of Lazarus Grim's maniacal laughter rising from the ruins of his mansion.

Despondent at the knowledge of your failure, you know that you cannot avoid your confrontation with Tobias Armbrewster for very long.

Morosely, you leave the mainland dock for **-73-**.

(-197- -404-)

1 HOUR

120. An old, worn copy of **"The Legend of Sleepy Hollow"** strikes your fancy, and you spend a few minutes leafing through it. The placard on the inside cover informs you that this volume came from the private library of Geofry Thomas Ridley, a Dove's Bay resident of the previous century.

SPOT HIDDEN

SUCCESS **-145-** FAILURE **-88-**

10 MINUTES (-88-)

121. **THE SHERIFF'S OFFICE** is the center for law and order in Dove's Bay. A deputy is seated behind his desk going over some paperwork as you enter.

LUCK -10%

SUCCESS **-168-** FAILURE **-146-**

5 MINUTES (DIRECTORY)

122. Where...What...Who...?

You are standing in the middle of **-206-**, bereft of 2 Sanity points and the memory of how you came to lose them. There is no chest of any sort in this room now – or did you just imagine there had been one?

NOTE: Do NOT make the Spot Hidden roll at **-206-** again.

60 MINUTES (-106-) 2 RP

123. The amulet sails through the air, straight and true, striking the glowing chest. A flare of searing white light lashes out at you as an invisible hand lifts you and tosses you back against a wall for 1D4 points of damage.

Your vision clouds and fades to black, just as you hear a chorus of grateful, exultant voices exclaim, "Free!" This drowns out even the insane screams of Lazarus Grim.

If you have sufficient hit points to assure your survival, you will awaken at **–160–**.

(–135–)

124. Disturbed by what you have learned, you return to **–277–** to select an exit from the office.

(–155– –185–)

125. It has cost you a great deal, but you have done what you came here to do.

The flames consuming Grim House light your return journey to the mainland. It is a good light, a cleansing light, and you welcome the feel of it on your face.

Most of the town is on the docks watching the blaze as you make your landing – all except Tobias Armbrewster, and you know where to find him.

With some trepidation, you move tiredly on to **–73–**.

(–160–)

126. Your bullets strike their target, to no effect save to elicit a derisive laugh from the thing that is Lazarus Grim.

The stagnant waters of the pool boil and froth, suddenly erupting in a great heaving as something pushes up from below...

SANITY

SUCCESS **–149–** FAILURE **–171–**

(–195–)

127.

LISTEN

SUCCESS **–193–** FAILURE **–156–**

(–200–)

128. You elude the desiccated horror and scoop up the golden chest. Your unnatural enemy vents forth a terrible cry of rage which shakes the mansion to its very foundations, costing you 1 SAN point. And now the corpselike abomination is coming after you!

Will you throw the box at the thing at **–192–**, dash it to the floor at **–136–**, or flee with it to **–107–**?

(–181–)

129. With a soul–piercing ululation the creature falls to the ground, spattering into several puddles of thick, viscous fluid which quickly evaporate, leaving you alone and trembling in fear from an encounter whose occurrence you can never prove.

When you recover, spend as much time as you require at Mrs. Gordon's, then continue on to **–73–**, and the rest of your investigation.

+1D8 SAN 5 MINUTES (–184–)

130. "Get outta town," a gruff, gravelly voice warns you. "We know who you are an' what you're doin' here, an' you won't last much longer if you stay."

There is a sharp click, and the line goes dead, leaving you at **–150–**.

5 MINUTES (–173–)

131. You see nothing; no doubt the miscreant is long gone. Entering the boarding house, you puzzle over this attack, certain only that Dove's Bay harbors many enemies for you. Proceed to **–150–**.

5 MINUTES (–139– –187–)

132. The object of your pursuit eludes you. Frustrated and angry, you return to Mrs. Gordon's at **–150–**.

5 MINUTES (–152–)

133. You raise the trap door – and find yourself staring into the twin barrels of a shotgun!

"Awright you," Clovis Bloch rumbles, "C,mon up here!"

You are escorted to the Sheriff's Office, where you are charged with trespassing and fined $100.

Sheriff Ekhart tells you in no uncertain terms that you are no longer welcome in Dove's Bay, and that the sooner you're gone the better.

And so, minutes later, you are heading out of town; for your adventure, this is...

THE END

(–159–)

134. You awaken an hour later, feeling weak

and drained from the loss of 1 point of POW. Rising unsteadily to your feet, you return to **–206–** and proceed with your explorations.

NOTE: Do NOT make the Spot Hidden roll at **–206–** again.

1 HOUR (–165–) 2 RP

135.

THROW

SUCCESS **–123–** FAILURE **–148–**

(–140–)

136. " *NOOOOOOOO!*"

The drawn–out wail of anguish from the corpse–thing is punctuated by the crash of the chest hitting the floor and bursting apart.

Suddenly, the room is filled with a warm, golden brilliance which seems to have been contained within the box. Within that light dance hundreds of tiny white sparks, and as they soar upwards, you seem to here a chorus of multitudes exclaim, "Free!"

The horrific screams of the withered abomination continue as, bathed in the golden light, the wretched creature crumbles, coming apart before your very eyes.



SANITY

SUCCESS –1 SAN

FAILURE –1D4 SAN

In a few eternal seconds, the revenant that had been Lazarus Grim falls to dust at your feet. Stunned, you may recover your wits at **–117–**.

5 MINUTES (–128–) 20 RP

137. The granite block slides aside, revealing a dank, nighted shaft from which issues an overwhelming odor of rot and decay. A flight of stone steps descends into the tunnel, which you may explore at **–104–**; otherwise, you may leave the cellar for the fresh air of **–93–**.

5 MINUTES (–178– –190–)

138. There is no lock on the door to this coop, and you cautiously pull the warped and weathered portal open..

And are suddenly enveloped in a feathery storm of cackling, frightened chickens that spews from the coop!

"Blasted fox!" you hear Clovis Bloch yell from the house. "I'm gettin' my gun an' fixin' it so's ya never steal another one of my chickens agin!"

With this new incentive to spur you on, you flee the yard for **–73–**. Perhaps you can visit Clovis again another time.

15 MINUTES (–93–)

139. Something warns you to duck; a moment later a fish–gutting knife sails through the space you recently occupied!

Crouching low in the concealing bushes, you cast about for a sign of your would–be assailant.

SPOT HIDDEN

SUCCESS **–142–** FAILURE **–131–**

5 MINUTES (–154–)

140. Golden light flecked with many bright and dancing sparks washes over you, to no apparent ill effect, a fact which drives Lazarus Grim into a seething rage.

"So be it!" he roars. "Then one of Great Cthulhu's children shall deal with you!" So saying, Lazarus begins a strange, guttural chanting that, while unintel–ligible, never the less chills you to the bone.

You are desperate. Will you:

Attempt to shoot Lazarus at **–111–**

Shoot the chest at **–195–**

Attempt to seize the chest at **–164–**

If you have one, throw your snake amulet at Lazarus at **–135–**

(–105–)

141. Other than the iceboxes, there seems to be nothing else of any interest here. If you are curious about the iceboxes, you may look into them at **–194–**

OR

SPOT HIDDEN – 10%

SUCCESS **–108–** FAILURE **–163–**

5 MINUTES

(–182– –89– –18– –112–)

142. There, at the corner – a fleeting glimpse of a shadowy figure in a red cap! Will you give chase at **–152–**, or return to Mrs. Gordon's at **–150–**?

(–139– –187–)

143. Scrambling up the steps, you fumble with the front door lock for a few terrible seconds before wrenching the door open and flinging yourself inside.

After several breathless seconds you gather your courage for a look outside.

You find only the night and the stars – and what they have seen this evening they are unwilling to reveal.

Spend as much time at Mrs. Gordon's as you need, then return to the Directory to continue with your investigation.

5 MINUTES (–177–) 2 RP

144. Match your Movement against your perusers, Movent of 7 on the Resistance Table. A win for you sees you at **–153–**; a win for them brings you **–180–**.

(–158–)

145. There seems to be something jammed down into the binding of the book. A little pulling and tugging rewards you with a parchment bearing the information contained in Handout GI–30. You may take this back with you to **–88–**.

10 MINUTES (–120–)

146. Uh–oh. Sheriff Ekhart is present as well, and doesn't take kindly to your request to look into his records. "You got a crime to report, get on with it," he tells you gruffly. "Otherwise, get out of my office."

Defeated, you exit to **–73–**.

10 MINUTES (–121–)

147. You nimbly dodge the onrushing horror, only to realize that it is after the golden chest rather than yourself.

Will you make a try for this box at **–181–**, or use the opportunity to flee back into the Reception Hall at **–237–**?(Do NOT make the power roll at **–237–**.)

(–196–)

148. The amulet sails past its target, skittering uselessly across the floor.

Will you attempt to shoot Grim at **–111–**, shoot the chest at **–195–**, or attempt to seize the chest at **–164–**?

(–135–)

149. You are bereft of 4 points of Sanity by the sight of a huge, octopoidal thing squeezing up through the pool, rending the tiles with its mass!

Go screaming to **–197–**.

(–111– –118– –126– –157–)

150. Spend as long as you require here at Mrs. Gordon's, then take up your investigation at **–73–**.

(–130– –169– –179–)

151. You are too slow. The twin barrels of Clovis Bloch's shotgun pointed at the small of your back, you are marched to the Sheriff's Office, where you are charged with trespassing, fined $100 and thrown into jail until the day after your contract with Tobias Armbrewster expires.

Frustrated and broke, you leave Dove's Bay with all speed for, as far as the mystery of Grimrock Isle is concerned, this is

THE END

(–175–)

152. Match your Movement against your assailant's Movement of 7 on the Resistance Table. Victory for you brings **–188–**, while victory for your assailant offers **–132–**.

5 MINUTES (–142–)

153. You make it back to Mrs. Gordon's, slamming the door on your perusers. Making certain that the door is secure, you move on to **–150–**.

10 MINUTES (–144–)

154.

LUCK -15%

SUCCESS **–139–** FAILURE **–187–**

(–200–)

155. Scattered among these volumes, you find several tomes dealing with the prolongation of life. Many of these are scientific texts, but the majority of them approach the subject from a supernatural point of view.

You find books on alchemy, the powers of the mind, witchcraft, and demonology – all concentrating on the unnatural extension of life.

SPOT HIDDEN

SUCCESS **–185–** FAILURE **–124–**

15 MINUTES (–103–) 5 RP

156. Before you realize what is happening, you are caught up in an unhuman grip and lifted into the sky. As you rise, you are subjected to an obscene and horrible tickling, which abates only when you are suddenly dropped from a height sufficient to cause 1D6 points of damage and 1d4 SAN.

To learn where you have been so unceremoniously dropped, roll 1d4 and consult the following table:

1D4 Roll	Destination
1	Hutchin's Cave
2	Bleakmoore Cemetery
3	Thompson's Bridge
4	Palmer's Orchard

Nothing will happen this evening at any of these locations, so do not consult the sub-solo for your destination. Instead, you have a long walk home; 1 hour plus 15 minutes for every point of damage you sustained from your fall. Glancing nervously skyward, you begin your trek to **–73–**.

1 HOUR+

(–127– –162– –177– –184– –193–)

157. Lazarus Grim laughs derisively at your poor marksmanship.

The waters of the pool are beginning to boil, spilling over the edging tiles; suddenly, there is a vast heaving and...

SANITY

SUCCESS **–149–** FAILURE **–171–**

(–195–)

158. As you come tearing around the corner, you become aware of four shadowy figures blocking your path – it's an ambush! You may take flight at **–144–**, or, if you have a gun, you may draw it at **–169–**.

(–188–)

159.

LISTEN -10%

SUCCESS **–174–** FAILURE **–133–**

(–108–)

160. You awaken to a raging inferno! Flames and terrible heat are everywhere, and you can only barely make out a puddle of liquid gold beside the charred remains of the thing that had called itself Lazarus Grim.

Your work in this place is done; it's now time for you to get out!

To escape the burning mansion you must make 3 Dodge rolls, sustaining 1D4 points of damage for each missed roll. Once you are free of the conflagration, you may get your bearings at **–125–**, taking with you 1D20 Sanity points for defeating Lazarus Grim.

(–123–)

161. "We gotta meet," a nervous voice tells you. "I know things. I seen things. Be at the cemetery at midnight. You gotta hear me out!"

The line goes dead, leaving you puzzled and a bit frightened at **–150–**.

5 MINUTES (–173–)

162.

DODGE

SUCCESS **–177–** FAILURE **–156–**

(–193–)

163. Giving up the cellar as a lost cause, you return to **–93–** to look elsewhere.

5 MINUTES

(–108– –141– –186– –190–)

164. Lunging forward, you grab the weirdly glowing chest – and immediately lose 1 POW point (permanently).

Match your STR against the revenant's STR of 18 on the Resistance Table. If you succeed, you may stumble back to **–115–**. You may make this roll as many times as you like, but for each failed roll you will lose 1 more POW point.

You may of course give up at any time at **–118–**.

(–148– –140–)

165. As you open the box, it suddenly transforms into a small, golden chest studded with gems. The air around you becomes thick with the presence of evil, and at your shoulder, a gloating, spectral voice marks you with a single word: "Fool!"

POW X 3

SUCCESS **–106–** FAILURE **–134–**

NOTE: If you wear the rattlesnake amulet, you may add 10 points to your POW for this roll only.

(–102–)

166. As you enter your room, you find a crumpled envelope lying just inside the door. Curious, you open it and read the missive inside.

POW X 3

SUCCESS **–189–** FAILURE **–176–**

(–200–)

167. It is huge, a boneless, tentacled sac of obscene flesh and baleful, glowing eyes that is merely the head of some far more massive creature!

"Give that to me, or your last moments shall be a horror such as the human soul has never known!" Face twisted by seathing rage, Lazarus Grim holds out his hands for the chest you hold.

Will you let him have it at **–114–**, or deny him at **–404–**?

5 MINUTES (–115–)

168. The deputy reluctantly allows you to examine some of the older reports.

You will need a successful Library Use roll to find each one, in the following order:

- ☆ 1 – Handout GI–8
- ☆ 2 – Handout GI–9
- ☆ 3 – Handout GI–10

For each of these items, you must also make a successful 1/2 Luck roll. A miss here will see you immediately to **–183–**.

Once you are done here, you may thank the deputy and exit to **–73–**.

1 HOUR (–121–)

169. Upon sight of your weapon, the figures fade into the night, and before you can stop them, they are gone.

"Get outta town," a voice growls in the darkness, "or next time we'll finish you!"

Cautiously, you return to Mrs. Gordon's and **–150–**.

(–158–)

170. You tear around the corner – and blunder into four shadowy figures, two of whom pin your arms behind your back while the other two proceed to give you a thorough beating which cuts your hit points in half.

As you are tossed into the bushes by the street, a gruff voice growls, "Get outta town, or next time we'll finish the job!"

Left alone, you may crawl to the Directory and proceed from there.

15 MINUTES (–188–)

171. 1D20 Sanity points are sundered from your psyche as a massive octopoidal thing breaks the surface, bursting the edges of the pool with its mass – and to your added horror, you realize this is merely the head of a much larger creature!

If your Sanity loss is less than 5 points, you may crawl gibbering to **–197–**. If your loss is greater, then **–114–** awaits you.

(–111– –118– –126– –157–)

172. You are engulfed by the brilliant light, drawn into it to become one of many dancing sparks that are the captive souls of Lazarus Grim's victims.

Your body is never found, your fate merely another chapter in the long and terrible history of Grimrock Isle.

THE END

(–105–)

173. You have a phone call. If you have had a meeting in Bleakmoore Cemetery, your caller will tell you –**130**–. If not, he will reveal –**161**–.

(–200–)

174. Someone is moving around up there, right by the trap door. As you listen, you hear the distinctive click of the hammers of a shotgun being pulled back.

Abandoning any idea of further investigation here, you remove yourself with all speed, and don't stop running until you've reached –**73**–.

10 MINUTES (–159–)

175.

1/4 LUCK

SUCCESS –**110**– FAILURE –**151**–

(–198–)

176. A sensation of penultimate evil washes over you as you struggle to maintain hold of your sanity. Horribly, you realize you have been cursed!

Each night as you sleep, roll your POW on 2D10. If you make it, all is well. If not, you are beset by horrible nightmares which rob you of 1D6 SAN points per night. This will continue until you have left Dove's Bay.

Shaken, you move on to –**150**–.

5 MINUTES (–166–)

177. Avoiding the thing's horrid grasp, you realize that you have but two choices. You can stand and fight at –**184**–, or make a run for the house.

To accomplish the latter, you must make 3 successful Dodge rolls at –15%. If you can, you will reach –**143**–; if you cannot, –**156**– will reach you.

(–162–)

178. You notice that the malodorous crocks are resting on a slab of stone which seems out of place in this virtual hole in the ground. An experimental tap on its granite surface produces a decidedly hollow sound.

Match your STR against the slab's STR of 18 on the Resistance Table. Success will see you to –**137**–, while a miss produces –**190**–.

(–18–)

179. There is a letter waiting for you. Opening it, you read the following crudely written lines:

YOU MAY READ HANDOUT GI–32

Disturbed, you may ponder the meaning of the letter at –**150**–.

(–200–)

180. Rough hands grab you from behind, pinning your arms behind your back as you are subjected to a beating that cuts your hit points in half.

As you are thrown to the ground, a rough voice growls, "Get outta town, or next time we won't be so gentle!"

You are now free to crawl to the **Directory** and continue from there – but no fast moves!

(–144–)

181.

DEX X 2

SUCCESS –**128**– FAILURE –**113**–

(–147–)

182. The countertop is stained with a sticky red substance that could very well be blood. With a shudder, you move on to –**141**–.

5 MINUTES (–89–)

183. "What the devil do you think you're doing?" Sheriff Ekhart roars as he enters the office. "Get out, and don't even think about sniffing around here again!"

As a source of information, the Sheriff's Office is now closed to you. Taking what you have learned, you beat a hasty retreat to –**73**–.

10 MINUTES (–168–)

184. This faceless, winged nightmare has 13 hit points and a 30% chance of Grappling you. As you will discover, the thing has a resilient skin which is worth 2 points of armor.

Victory will see you to –**129**–, while a successful Grapple on the creature's part will result in –**156**–.

(–177–)

185. The book "**Beyond the Veil of Death,**" by LaMont W. Pierponte is dog–eared in several places. Upon examination, you will find these entries deal with the force of will power as a factor in staving off death:

YOU MAY READ HANDOUT GI–33

You may ponder all of this at –**124**–

5 MINUTES (–155–) 10 RP

186. It slowly dawns on you that these tunnels are very old and apparently unused, whatever their purpose may have at one time been.

Besides, you realize you are wasting valuable time poking around down here when you have a case to solve.

You may retrace your steps to **–163–**, adding the appropriate interval of time your return journey requires.

15 MINUTES (–104–)

187. A red hot poker enters your left shoulder, causing 1D4 points of damage. Someone has thrown a knife at you – and with remarkable accuracy!

As you wrench the fish–gutting knife from your shoulder, you cast about for some sign of your assailant.

SPOT HIDDEN

SUCCESS **–142–** FAILURE **–131–**

(–154–)

188.

SPOT HIDDEN

SUCCESS **–158–** FAILURE **–170–**

(–152–)

189. A strange symbol occupies the center of the otherwise blank page. Though you are not affected by it in any way, you none the less realize that this is a symbol of purest evil.

Crumpling the offensive message, you toss it in the trash and move on to **–150–**.

5 MINUTES (–166–)

190. After 5 minutes of tugging and pulling, you are unable to move the slab. You may try again every 5 minutes, pitting your STR against the slab's STR of 18 on the Resistance Table; but for every 3 failures you will lose 1 hit point to muscle strain. If the slab should move, you will discover **–137–**. You may, of course, admit defeat at **–163–**.

5 MINUTES PER ATTEMPT (–178–)

191. Upon your arrival, Mrs. Gordon informs you that you have a message. She hands you a small envelope with your name written on it, saying that it was left in the mailbox by someone she did not see. It reads thusly:

YOU MAY READ HANDOUT GI–31

You may ponder over this missive at **–150–**.

(–200–)

192. The thing deftly catches the box and flees with it into the depths of the house.

"You had your chance and you threw it away!" a dried, withered voice cackles at you. "Now I will have my chance – and I will not squander it!"

Left alone, you may return to your tour of the house at **–206–**.

NOTE: Do NOT make the Spot Hidden roll at **–206–** again.

(–128–)

193. The flapping of leathery wings draws your attention upwards...

SANITY

SUCCESS –.– FAILURE –1D6 SAN

An ebon, glistening, faceless thing descends upon you, a patch of tainted blackness against the natural darkness!

If your SAN loss was 5 points or greater, you will face **–156–**. If it was less, deal with **–162–**.

(–127–)

194. Each icebox contains several dozen plucked and dressed chickens, ready for the oven. With a shrug of defeat, you return to **–93–** to carry on your investigation, or to **–73–** to simply give up on Clovis and his dump of a house.

10 MINUTES (–141–)

195.

.45

SUCCESS **–126–** FAILURE **–157–**

(–140– –148–)

196. ...a shriveled, mummified thing whose sunken, parchment features scream a tale of an unnatural extension of life!

"I will have you!" the thing screeches as it launches itself at you. **"I WILL HAVE YOU!"**

DODGE

SUCCESS –147– FAILURE –113–

5 MINUTES (–106–)

5 RP

197. Gigantic, baleful eyes lock upon you with ill intent, and in that moment, instinct demands that you flee.

Terrible rending sounds pursue you, and debris begins falling all around you. To reach safety, you must make 3 Dodge rolls, sustaining 1D4 points of damage for each missed roll. If you survive this nightmare ordeal, you may stagger on to **–119–**.

(–149– –171–)

198. This door is unlocked and swings easily open, revealing a cramped but reasonably clean kitchen – and Clovis Bloch, seated at the table, enjoying a bowl of chicken soup.

"What the devil!" he blurts as he becomes aware of you – and leaps for his shotgun, leaning against the wall nearby!

Will you flee for **–73–**, never to return, or attempt to beat Clovis to the gun at **–175–**?

5 MINUTES (–93–)

199. Finding nothing worthy of note, you return to **–277–** and choose an exit from the office.

5 MINUTES (–103–)

200.

EVENT TABLE

1D4 Roll	DAY	NIGHT
1	NA	–127–
2	–173–	NA
3	–191–	NA
4	NA	–154–
5	–166–	–166–
6	–179–	–179–

NOTE: If the entry you rolled is NA, then nothing has occurred. Return to Mrs. Gordon's **(–77–)**, stay as long as you require, then continue to the Directory to proceed with your investigation.

Once an event has occurred, it will not happen again. If you should roll the same event twice, treat that event as NA.

(–77–)

201. You stand now in a bare, circular chamber which takes up the entire diameter of the tower, and whose ceiling looms some 50 feet overhead; this is clearly the uppermost room in the tower.

This chamber shows evidence of severe fire damage, and whatever it may have once contained now lies in ashes at your feet.

SPOT HIDDEN

SUCCESS –248– FAILURE –254–

5 MINUTES (–241– –232– –333–)

202. This is another storage room. Several lengths of rusted pipe are strewn over the floor amidst rotting barrels and crumbling crates.

The archway in the north wall opens onto **–276–**, while the 3 archways arranged along the west wall all open onto **–255–**.

5 MINUTES (–276– –255–)

203. This can only be the Dining Room. A large, dust–and–cobweb shrouded dining table surrounded by 13 chairs occupies the center of the room, taking up much of the floorspace,

In the northeast corner of the room is a small sliding door affording access to **–329–**, while in the middle of the north wall is the door to **–237–**. A wide archway in the southern portion of the east wall opens onto **–277–**.

5 MINUTES (–237– –277– –329–)

204. As you turn to flee, something strong and sticky strikes your leg, causing you to stumble and fall. Looking back, you see your leg is ensnared in a mass of spider webbing – but more importantly, you see the arachnid horror bearing down upon you!

You may fight it somehow at **–257–**.

(–278–)

205. Hooks and chains and shelves of cold granite – this can only be the Meat Locker. The metal is rusted and the granite stained with the blood of long–ago slaughtered main courses – and a chilling cold permeates the air in a ghastly memory of what once took place here.

The only way out is the way you entered, through the door in the south wall and into the Larder at **–236–**.

5 MINUTES (–236–)

206. The two ponderous doors swing reluctantly open onto the Livingroom. A clutter of decrepit furniture is strewn about the chamber, and beneath your feet the rotted, mouldy remains of a once plush and expensive rug crumbles beneath your weight.

There is a single door in the center of the south wall that will take you to –**259**–, and the set of double doors in the center of the west wall will see you into –**237**–.

*SPOT HIDDEN**

SUCCESS –**102**– FAILURE –.–

*If you have been in this room before, do NOT make this roll again.

5 MINUTES(–107– –192– –113– –134– –237– –277– –102– –122–)

207. You scramble out from under the ruins of the staircase, and onto the bare, warped floor near the door by which you entered.

Will you remain and continue your exploration at –**281**–, or exit the tower, taking either the path to –**297**–, or the path to –**387**–?

5 MINUTES (–285–)

208. The two heavy benches here tell you this is the Workroom, though only a few rusted antique tools remain behind to litter the countertops.

From here, 2 archways at opposite ends of the east wall open into –**276**–, while the archway in the south wall opens onto –**255**–.

The archway in the north wall opens onto –**279**–, while the short corridor in the northwest corner leads through another archway and into –**211**–.

5 MINUTES

(–211– –255– –276– –279–)

209. You have entered the Main Hall. A wide archway in the south wall opens onto –**291**–, while a grand, ornate stairway ascends before you to –**229**–.

In the north wall on either side of the stairs is a narrow doorway. The one on the left will take you to –**280**–, while the one on the right leads to –**283**–.

POW X 3

SUCCESS –**310**– FAILURE –.–

5 MINUTES

(–250– –280– –283– –291– –310–)

210. Where? What? How...? Coming out of your daze, you find yourself standing outside the tower, shaking with fear.

Will you attempt to re–enter the tower at –**228**–, or set off down the path to –**297**–, or perhaps the trail to –**387**–?

(–263–)

211. This is the Cellar Landing, a T–shaped central chamber affording access to the other areas of the cellar.

From here, a door in the south wall gives access to –**239**–, while another in the east wall leads into –**286**–. In the west wall, an archway leads through into the gloom of –**261**–. The stairs in the center of the chamber ascend to –**264**–.

In the northern portion of the T, a doorway in the east wall opens on –**208**–, while a door in the west wall will take you into –**282**–. In the north wall, either of 2 archways will take you into –**279**–.

5 MINUTES (–208– –239– – 261– –264– –279– –282– –286–)

212. If you have survived the horrors of Grim House and vanquished them, take yourself wearily to –**240**–. If Grim House still contains its unsolved mysteries, continue with your investigations at –**387**–.

(–265– –400–)

213. Suddenly, the wood beneath your feet gives way and you plunge down into utter darkness, losing 2 points of damage from the fall. As you painfully attempt to separate yourself from the nail–studded debris, you notice something strange at –**289**–.

5 MINUTES (–241–) 2 RP

214. Do you have a key bearing the inscription "666"? If so, take it to –**343**–; if not, return to –**242**– and try something else.

5 MINUTES (–242–)

215. The interior of the house is a gloomy maze of shadow and light; you will most certainly need some form of illumination to find your way about in the musty darkness.

Lighting your lantern, you discover that you are standing in –**291**–.

5 MINUTES

(–218– –243– –268–)

216. In the inky gloom of the tower's first floor,

your feeble light falls upon a charred, rubble–strewn husk of a room. Directly opposite you is a raised platform, while on your right is a flight of apparently serviceable stairs ascending into the upper gloom.

You can investigate the platform at **–351–**, or the stairs at **–266–**, or you can exit the tower and continue on the path to **–297–**, or the trail to **–387–**.

5 MINUTES

(–220– –249– –275–)

217. This room was obviously the Library. Shelves and shelves of old, decaying books line the walls and occupy much of the floorspace, save for the section in the northwest corner.

There, room is reserved for a large roll–top desk, a once comfortable leather chair, and a large candle holder rising behind it.

The mouth of a hallway opens up in the middle of the north wall at **–267–**, while a flight of stairs descends to **–250–**.

5 MINUTES

(–221– –242– –267–)

218. Finding the correct key, you insert it into the lock, which releases with rusty reluctance.

1/2 LUCK

SUCCESS **–215–** FAILURE **–268–**

(–222– –247–)

219. The horrifying sight costs you 1 SAN point. "No!" you cry out in denial, covering your face with your hands.

When you dare to look again, the room is empty, save for the ash at your feet, and the faint trace of woodsmoke in the air. Shuddering convulsively, you force yourself to move on to **–294–**.

5 MINUTES (–244–)

220. As you pick yourself up, you gasp in shock as you see the front door of the tower standing open before you. Will you enter into **–216–**, try the stairs at **–224–**, or head off either down the path to **–297–** or the trail to **–387–**?

(–295–)

221. A short flight of stairs ascends to a square platform, then branches to the east and west, both branchings taking you to the third floor and **–217–**.

5 MINUTES (–250–)

222. A tile from the roof hits you on the head, inflicting 1 point of damage and giving you an annoying headache.

Looking above you, you can find no gap in the moss–covered roof over the porch. Where, then, did the tile come from? You ponder on this as you proceed to **–218–**.

5 MINUTES (–247–) 3 RP

223. These symbols bear no resemblance to traditional occult symbols, except for the fact that they seem to be arranged in the form of a pentegram. Whatever they are, these designs were not placed here for any good purpose.

POW X 3

SUCCESS **–244–** FAILURE **–294–**

5 MINUTES (–248–)

224. The steps are slick and broken with age, making your footing uncertain.

DEX X 2

SUCCESS **–232–** FAILURE **–295–**

5 MINUTES

(–220– –228– –245– –270–)

225. This is a large Guest Bedroom, fully furnished and seeming to be almost livable.

A small glass door in the west wall opens out onto **–331–**, while a set of double doors in the east wall open onto **–250–**.

5 MINUTES (–250– –331–)

226. Quite abruptly, you are free of the forbidding pines. You stand uneasily at the edge of a large clearing at the very heart of Grimrock Isle.

Before you stands Grim House, a looming, malignant Gothic hulk of oak and granite, a place which knows nothing of human happiness – but much of terror and death.

The manse seems to glare at you, challenging you to enter. Will you accept the challenge at **–247–**, or explore the rest of the island at **–394–**?

10 MINUTES 3 RP

(–109– –293– –253– –334–)

227. As you suspected, the stairs terminate at the base of the tower near the front entrance. Will you try the door at **–228–**, or head off along the path to

–297–, or the trail to –387–?

5 MINUTES (–232–)

228. The door to the tower is warped with age, and resists your attempts to open it. Will you attempt to force it at –249–, or follow the stone steps which wind up and around the outside of the tower to –224–?

5 MINUTES (–210– –227– –300–)

229. The stairway ascends to a square platform, from which it branches to the east and west, both branchings terminating on the second floor at –250–.

5 MINUTES (–209–)

230.

SANITY

SUCCESS –1 SAN

FAILURE –1D4 SAN

You gaze upon something unnameable from the darkest depth of the sea, a horrid thing which puts forth a pulsing, ropey member to ensnare you!

DODGE

SUCCESS –272– FAILURE –251–

(–292–) 5 RP

231. You stand for a pensive moment, watching Enos Wade's boat dwindle into the distance before turning to stalk gingerly up the slippery island dock.

Walking along that slime–slick platform, you become acutely aware of a cloying air of evil which grips the isle; the gloom beneath the gnarled pines seems unaccountably dark, and you can barely make out the nearby forking of the path.

The left fork will take you to –252–, while the right fork wends its way to –300–.

5 MINUTES

(–403– –53– –76– –95–)

2 RP

232. You are on a small landing at the top of a flight of worn stone steps winding down around the outer wall of the tower to –227–.

In the tower wall, a short, narrow door will reluctantly allow you access to –201–.

5 MINUTES

(–224– –254– –269– –294– –397–)

233. You are on a flight of stone steps which either ascend to –384– or descend into –279–, depending on the location from which you came.

5 MINUTES (–279– –384–)

234. This must be the Grand Ballroom. The cracked and filthy floor is of the finest Italian marble, as are the stately columns buttressing walls of crumbling plaster fretwork and filigrees.

In the center of the ceiling is a grand crystal chandelier, dulled and tarnished by age and neglect, sad testament to the splendor of a bygone age.

A large archway in the north wall opens onto –237–, while a small glass door in the western portion of the same wall gives access to the side terrace and –318–.

NOTE: If you have heard music and voices in this room, and have just made a successful POW X 3 roll, continue directly to –306–.

5 MINUTES

(–256– –318– –361– –375–)

235. You burst through the tower doorway and, acting on instinct, slam the door shut behind you.

Retreating from the tower and its shiversome residents, you pause only a moment to catch your breath before continuing on the path to –299–, or the trail to –387–.

5 MINUTES (–257– –278–) 5 RP

236. You find yourself standing in what you feel must have been the Larder. Shelves line this windowless room, and 2 large floor to ceiling shelves occupy the center of the room, all choked with dust now, and bare of any sustenance.

A door in the center of the south wall takes you into –286–, while a ponderous metal door with a large cast iron handle in the northeast corner of the room will open onto –205–.

5 MINUTES (–205– –286–)

237. You enter into the vast cavern that is the Reception Hall.

Directly across from you in the north wall is a gargantuan fireplace of carved and polished granite that is the only remaining decoration in this room; your footsteps echo hollowly on the bare hardwood floor.

The light of your lantern just barely reaches all 4 walls, revealing a set of double doors in the east wall that will open onto –206–, and a single boarded–over glass door in the west wall leading outside to –318–.

A set of double doors at the eastern end of the south wall open on **–203–**, and a great archway at the western end of the same wall offers access to **–256–**.

In the middle of the south wall are 2 narrow archways. As you face them, the one on the right will take you to **–280–**, while the one on the left sees you at **–283–**.

Four french doors are arranged along the north wall, each affording access to the rear terrace and **–395–**.

POW X 3

SUCCESS **–348–** FAILURE –.–

5 MINUTES (–206– –234– –256– –280– –283– –318– –395– –339– –358– –203– –147– –362– –345– –327–)

238. Screaming with fearful loathing, you fight your way out of this dark, crawly nightmare to find yourself sweat–drenched and panting at **–397–**.

5 MINUTES (–263–)

239. You have found the Wine Cellar. Wine racks line the walls and take up much of the floorspace, and a few of them still hold dust–covered bottles. A small tasting table and 4 chairs stand in the northwest corner, while in the east wall, a door opens into **–286–**. Another door in the north wall leads to **–211–**.

5 MINUTES (–211– –286–)

240. Exhausted and drained, you never the less feel a great sense of accomplishment as you make your way to the dock to light the signal lamp that will bring Enos Wade to pick you up.

It will be an hour before Enos arrives, and in that time you savor a sense of victory that few human beings have ever known.

You say very little to Enos on the return journey to the mainland, yet somehow he is aware of your success, and even his dour mood lightens.

The curse of Grimrock Isle has been lifted! All that remains is to inform Tobias Armbrewster of the fact. Proudly, you make your way to **–17–**.

1 1/2 HOURS (–212–)

241.

LUCK - 10%

SUCCESS **–201–** FAILURE **–213–**

(–266– –275–)

242. The door is locked.

1/2 MECHANICAL REPAIR

SUCCESS **–290–** FAILURE **–360–**

OR

Try the keys on your key ring at **–305–**

OR

Go to **–214–**

OR

Give up and return to **–217–**

(–214– –267– –343– –360–)

243.

SANITY

SUCCESS –.–

FAILURE –1 SAN

Whispered, urgent voices, drifting like some psy–chic breeze, waft through the doorway, chilling you as deeply as that blast of cool air.

Voices...voices whispering to you from beyond the veil of death:

"Get Out!"

Will you heed that spectral warning and explore the rest of the island at **–387–**, or will you ignore the advice and enter Grim House at **–215–**?

5 MINUTES (–268–) 5 RP

244. Something is happening...

The air around you grows hazy, and within that haze you can see people moving about, people dressed in the fashion of a previous century!

The ceremony is a vile debasement of all that is wholesome and natural. You can hear their voices as though through a great distance, and only one phrase, repeated over and over, is clear: "Cthulhu f'tagn."

In the center of the group stands the imposing figure of a bearded man with wild eyes, whom you know in some uncanny way to be Lazarus Grim.

The specter turns to face you, smiling evilly. "Welcome," a cruel voice greets you. "Another come to join the circle!"

And with that, his face transforms into a hideously grinning skull!

SANITY

SUCCESS –219– FAILURE –333–

10 MINUTES

(–223– –335–) 5 RP

245. Do you wish to try the steps again at –224–, the door at –249–, or continue along the path to –297–, or the trail to –387–?

5 MINUTES (–295–)

246. This is the Bath Room. A chipped and stained sink and toilet stand against the south wall, and in the north wall an open doorway leads to –363–, while a door in the west wall opens onto –250–.

5 MINUTES

(–250– –328– –363– –374–)

247. Crossing the wide, dilapidated front porch, you approach the warped and age–worn double doors of the mansion. From here, you see that you can cross the lawn to the east in front of the house to –367–. You can also go across the lawn to the west to –350–. If you have already unlocked the front doors, you may enter the house at –291–; if not, try your keys by rolling your

LUCK - 10%

SUCCESS –218– FAILURE –222–

5 MINUTES (–226– –350– –367–)

248. There is something on the floor, concealed beneath a blanket of ash. Brushing aside some of the powdery residue, you see a number of strange symbols painted on the floor, many of which have been obliterated by the consuming flames.

OCCULT

SUCCESS –223– FAILURE –269–

OR

CTHULHU MYTHOS

SUCCESS –335– FAILURE –269–

5 MINUTES (–201–)

249. Match your STR against the door's STR of 20 on the Resistance Table. Success rewards you with –216–, and failure with –270–.

5 MINUTES (–228– –245– –270–)

250. The Second Floor Landing offers you access to the door in the north wall (–271–), the double doors in the west wall (–225–), and the 2 doors in the east wall: north (–298–) and south (–246–).

Against the southern wall, another stairway ascends to –221–, while in the center of the room is the staircase descending to –209–.

5 MINUTES (–217– –225– –229–

–246– –271– –298– –379–)

251. You try to flee, but you are caught up in a crushing, alien grip from which there is no escape. Down, down you are pulled, into the well and out of the ken of humankind.

THE END

(–230–)

252. As you pass beneath the curiously deformed pines, the oppressive darkness closes in upon you, seeming to crush the very breath from your lungs.

SPOT HIDDEN

SUCCESS –273– FAILURE –370–

5 MINUTES (–231– –387–) 2 RP

253. As you try to penetrate the inky blackness of the well, you catch a vague hint of movement below, which warns you away from the well and sends you scurrying down the path to –226–.

5 MINUTES (–288–) 5 RP

254. There is nothing to be found here. You can either descend the stairs against the wall to –266–, or pull open that short and narrow, weather–beaten door which will allow you access to –232–.

5 MINUTES

(–201– –333–)

255. This chamber is empty, its walls charred and heavy with a thick layer of soot. The beams over your head look fairly new, and must have been recently installed.

Three narrow archways in the east wall will each see you into –202–, while the one in the center of the north wall allows you access to –208–.

5 MINUTES (–202– –208–)

256.

LISTEN

SUCCESS -**347**- FAILURE -**234**-

(-237-)

257. The abomination has a DEX of 17, and 20 hit points. It will attack with pincers at 30% for 1D6+1D4 damage.

If the creature scores an impaling attack, it will attempt to inject you with a poison of Potency 8. Its fangs will have a 40% chance to hit, and will also cause 1 point of physical damage – plus the fact that you will be totally paralyzed.Should this occur, consult -**260**-.

If you survive this confrontation, thank your lucky stars at -**235**-.

15 MINUTES (-204- -281-)

258. Rusted lockers and benches. Stained sinks and cracked mirrors. This must have been some kind of locker room for the master of the manor and his guests when they used the pool.

A swinging door in the northern portion of the east wall opens onto -**282**-, while a similar door in the southern portion reluctantly opens onto -**261**-.

5 MINUTES (-261- -282-)

259. This door is locked.

IDEA

SUCCESS -**309**- FAILURE -.-

OR

MECHANICAL REPAIR

SUCCESS -**277**- FAILURE -**364**-

10 MINUTES (-206-)

260. Something sharp pierces your leg as you struggle for freedom. Hot, searing pain courses through your body, obscuring your vision in a red haze of agony.

You are pulled down into the darkness and, completely paralyzed, you are utterly helpless to resist as the feasting begins....

THE END

(-257- -285-)

261. This large, stubby, L-shaped chamber is the Pool Room and, true to its name, it houses a large L-shaped in-ground pool filled with murky, stagnant water which effectively conceals the bottom of the pool. For some reason, the air here is heavy with the odor of the sea....

Broken and boarded-over stained glass windows line the south and west walls, while in the northern portion of the west wall, a swinging door opens onto -**258**-.

In the north wall, another swinging door leads off to -**282**-, while in the east wall, a large archway opens into -**211**-.

POW X 3

SUCCESS -**105**- FAILURE -.-

5 MINUTES (-211- -258- -282-)

262. As you turn away from this strange mystery, you notice something unusual – or at least you think you notice something....

Those two griffin statues by the archway are glaring at you again – but when you entered, weren't they both facing the front doors?

Rubbing your eyes to clear them, you look up and see that the griffins' heads are back in their original positions, glaring balefully at the front doors! Or did they ever really change?

Uncertain of the answer, you return to -**291**- and resume your tour of the house.

5 MINUTES (-287-) 5 RP

263. Spiders! Hundreds and hundreds of black, bloated bodies with their thousands of legs all over you!

SANITY

SUCCESS -1 SAN

FAILURE -1D6 SAN

NOTE: Anyone afflicted with Arachniphopia must make this roll at -10%, and if missed, the SAN loss will be the full 6 points.

NOTE: On a SAN loss of 5 points or more, proceed immediately to -**210**-

SPOT HIDDEN

SUCCESS -**285**- FAILURE -**238**-

5 MINUTES (-289-) 2 RP

264. You are at the top of a steep flight of stairs that descend into the murky, musty darkness.

You can descend to –211–, or go back through the door to –283–.

5 MINUTES (–211– –283–)

265. You have exited Grim House and stand now on the front porch. Behind you, the front doors offer access back into the house at –291–. Before you, an overgrown gravel path wends off into the pines to –212–, while another trail strikes off for –378–. Stepping off the porch to the west will see you at –350–, while moving east will take you to –367–.

5 MINUTES (–291–)

266.

LISTEN

SUCCESS –275– FAILURE –241–

(–216– –254– –269– –294– –381–)

267. This is a short, featureless hall which ends at a set of double doors in the north wall at –242–, and an open doorway in the south wall which will take you to –217–.

5 MINUTES (–217– –290–)

268.

SANITY

SUCCESS –.– FAILURE –1 SAN

As the doors creak gratingly open, you are caught in a blast of fiercely cold air, redolent with the odor of the deep sea.

LISTEN

SUCCESS –243– FAILURE –215–

(–218–) 5 RP

269. You can learn nothing from these symbols.

You may either descend the stairs by the wall to –266–, or exit this chamber via the small door which gives access to –232–.

5 MINUTES (–248–)

270. You sustain 1 point of damage from a wrenched shoulder, and the door remains unmovable. Will you try the steps at –224–, continue on the path to either –297– or –387–, or return to –249– and have at the door again?

(–249–)

271. You have found the Master Guest Bedroom. All the furnishings remain intact and in surprisingly good condition.

A large fireplace occupies the center of the north wall, while the door in the center of the south wall leads out to –250–. There is also a small door in the western portion of this wall that opens onto –321–.

In the center of the east wall, a broken glass door opens to the outside and –317–.

5 MINUTES

(–250– –316– –317– –321– –365–)

272. Evading the clutches of the abominable aqueous horror, you flee in panic along the path to –299–.

5 MINUTES (–230–)

273. As you walk, you notice that the limbs of the pine trees are swaying suggestively in the breeze – but then you realize there is no breeze!

SANITY

SUCCESS –293– FAILURE –284–

5 MINUTES (–252– –398–) 2 RP

274. As you peer down into the well, something slime–coated and writhing grasps you, dragging you down into the malign depths of the sea. For you, foolish one, Grimrock Isle has proved to be your doom.

THE END

(–288– –354–)

275. Above the creaking of the stairs, you can hear a strange scuttling sound emanating from somewhere beneath the stairway.

You may continue your ascent to –241–, or your descent to –216–.

(–266–)

276. This area was obviously once used for storage, though only an assortment of charred debris occupies it now.

An archway in the north wall opens onto –279–, while another in the south wall leads into –202–. The 2 arches in the northern and southern portions of the west wall both open onto –208–.

5 MINUTES (–202– –208– –279–)

277. That this was the office and study of Lazarus Grim there can be no doubt. Much of the

furnishings still remain, including an old roll–top desk, several bookcases lines with mouldering tomes, and a large cabinet of drawers over in the southeast corner.

A door in the center of the north wall will lead you to **–206–**, while the archway in the southern portion of the west wall gives access to **–203–**.

You may explore this room at **–103–**.

5 MINUTES

(–124– –198– –203– –259– –309– –364–)

278.

DODGE

SUCCESS **–235–** FAILURE **–204–**

(–281–)

279. You enter a vast, cavernous space which runs the entire length of the house, its floor littered with ash and wood chips. Near the center of the south wall is a large metal grate, used to extract the ashes deposited from the fireplaces in the rooms above.

Along the south wall are 4 archways. The one nearest the east wall opens onto **–276–**, while the next nearest opens into **–208–**. In the center of the wall and flanking the fireplace base, 2 archways lead off into the northern portion of **–211–**.

In the north wall in the western portion of this chamber is a stout oak door blocking your access to **–233–**.

5 MINUTES

(–208– –211– –233– –276–)

280. You pass through a narrow corridor paneled in dark oak, moving either north to **–237–**, or south to **–209–**.

5 MINUTES (–209– –237–)

281. You fool! Did you forget so quickly what you saw below?

With incredible speed, it pulls itself from the gaping hole from which you just emerged, a glistening black, eight–legged horror the size of a Shetland Pony, and vital with an alien rage reserved solely for you!

SANITY

SUCCESS –1 SAN

FAILURE –3 SAN

Will you stand and fight this arachnid horror at **–257–**, or attempt to flee at **–278–**?



NOTE: Those afflicted with Arachniphobia MUST attempt flight at **–278–**.

(–207–) **5 RP**

282. The ceramic tile and the steam pipes along the wall inform you that this is the Steam Room. A low bench, also tiled, runs a complete circuit of the room which, save for a large drain in the middle of the floor, is featureless.

The door in the east wall will take you to **–258–**, the door in the south wall opens to **–261–**, and the door in the east wall leads to **–211–**.

5 MINUTES

(–211– –258– –261–)

283. This is a narrow hall paneled in dark oak. Its only feature is an ornate door in the west wall, which leads into **–264–**. The hall itself continues on, either north to **–237–**, or south to **–209–**.

5 MINUTES

(–209– –237– –264–)

284. You are bereft of 3 Sanity points as you watch the gnarled pine limbs twist and stretch – reaching out for you!

You may attempt to run this sylvan gauntlet at –293–, or you could retreat to –382– and try the other path.

5 MINUTES (–273–) 2 RP

285.

SANITY

SUCCESS –1 SAN

FAILURE –3 SAN

There is something else down here with you and the spiders, something with fist–sized, multifaceted eyes aglow with a horrible rubescence – and they are moving in your direction!

DODGE

SUCCESS –207– FAILURE –260–

(–263–)

286. You enter the Kitchen, a compact, efficient–looking mazework of counters and tabletops such as can be found in the finest of restaurants, right down to the dumbwaiter in the northeast corner.

The door in the center of the north wall will allow you entry to –236–. In the northern portion of the west wall, a door leads to –211–, while in the southern portion of the same wall, another door will take you to –239–.

5 MINUTES

(–211– –236– –239–)

287. The object hanging from the rack is an ankle–length raccoon coat of a style popular with the college crowd. It appears to be quite new and feels soft to the touch. Who could have left it here? Those college students who disappeared here, perhaps?

SPOT HIDDEN

SUCCESS –262–

FAILURE – Return to –291– and continue your explorations.

5 MINUTES (–291–)

288.

LUCK

SUCCESS –253– FAILURE –274–

(–292–)

289.

SANITY

SUCCESS –.– FAILURE –1 SAN

Something is crawling all over you! Your face, your hands, are alive with the prickling progress of thousands of minuscule appendages! Your flailing hand miraculously encounters your light, which you turn on to reveal –263–.

(–213–)

290. This is unquestionably the Master Bedroom, and it is completely furnished in rich, Victorian style, the pieces somehow having managed to elude the ravages of time.

In the center of the north wall stands a grim and foreboding fireplace, its granite surfaces carved into the likenesses of leering demons.

A door in the westernmost portion of the south wall opens onto –302–, while an open doorway yawns wide near the center of the south wall at –371–.

In the middle of the same wall are the double doors which lead to –267–.

5 MINUTES

(–242– –302– –305– –338– –371–)

291. This is the Entry Hall. Two warped double doors open to the front porch at –265–, while a wide archway in the north wall offers access into the deeper gloom of the mansion's interior at –209–.

Flanking the archway stand 2 statues of hostile, forbidding griffins carved from dark mahogany, which seem to glare straight at you with ill intent.

Along the east and west walls run tarnished brass rails where guests could hang their coats – as indeed something hangs from the east rack at –287–.

5 MINUTES

(–209– –215– –247– –262– –265– –287–)

292.

SPOT HIDDEN

SUCCESS –230– FAILURE –288–

(–297–)

293. It will take you 1D6 rounds to run this dangerous path, and for each round you will sustain 1D2 points of damage from the lashing branches, unless you can make a successful DODGE roll for each attack.

If you survive, you will break through to **–226–**; if your hit points are reduced to 0, find your fate at **–296–**.

10 MINUTES (–273– –284–) 2 RP

294. You may either descend the stairs along the wall to **–266–**, or exit this chamber through the small door to **–232–**.

5 MINUTES (–219– –223– –335–)

295. You slip and fall, tumbling down to the foot of the stairs at a cost of 1D2 points of damage.

LUCK

SUCCESS **–220–** FAILURE **–245–**

(–224–)

296. Your body is never found, and your name is added to the roster of the victims of Grimrock Isle.

THE END

(–293–)

297. You enter a small, circular clearing, at the center of which stands the crumbling ruins of a well. Will you examine it at **–292–**, or continue on along the path to **–382–**?

5 MINUTES

(–109– –207– –210– –216– –220– –227– –245– –270– –300– –353– –377– –381– –397–)

298. This is a small, unfurnished Guest Bedroom.

A door in the middle of the south wall opens into **–311–**, while a glass door at the west end of the same wall leads out to **–349–**. The door in the west wall opens on **–250–**.

5 MINUTES

(–250– –311– –349–)

299. The gloom beneath the pines deepens as you progress, and you feel as if you are being observed by hostile eyes...

LUCK

SUCCESS **–109–** FAILURE **–226–**

(–235– –253– –272– –369– –382– –383– –393–)

300. You step out into a small clearing at the edge of the island, in which stands a 4 story tower of native rock overlooking the waters of Dove's Bay.

You may enter the tower through the age–worn door at **–228–**, or take that path there on your left which cuts back into the woods to **–297–**. Alternatively, you could take the trail which leads off to **–387–**.

5 MINUTES

(–231– –378– –383– –387–)

301. The gentleman bows his head in disappointment, and when he looks up...

SANITY

SUCCESS –1 SAN / **–337–**

FAILURE –1D4 SAN / **–337–**

(–359–)

302. You find yourself on a long balcony running along the west wall of the mansion.

From here you have an unobstructed view of the bay and the town named after it. It all looks so calm and peaceful... Who would guess what lies there just beneath the surface?

After a few minutes of such morbid contemplations, you are ready to go back inside.

1/2 LUCK

SUCCESS **–290–** FAILURE **–325–**

15 MINUTES (–290–)

303. The once beautiful face is ancient and withered – the face of a century–dead corpse! Leathery, bony fingers grasp you tightly, pulling you into a ghastly embrace.

Her breath, fetid and pungent with the odors of the grave, wafts over your face as you struggle to free yourself.

"Dance with me.... Forever!"

Match your POW against the apparition's POW of 16 on the Resistance Table. A victory here will see you to **–322–**, while a defeat will lead you to **–326–**.

5 MINUTES (–344–) 3 RP

304. You swirl off into the crowd, caught up in the rhythm of the waltz. Your partner is strikingly handsome, with sky–blue eyes and a dazzling smile.

You weave your way to the center of the ballroom, moving with a lightness you have never experienced before.

"You dance divinely, my dear," your partner compliments you. "Promise you will dance with me forever."

Framing a flirtatious reply, you look up into his eyes and...

SANITY

SUCCESS -1 SAN / **-342-**

FAILURE -1D4 SAN / **-342-**

30 MINUTES (-359-) 5 RP

305. After some considerable trial and error, you manage to find the correct key. The doors creak slowly open, allowing you entry into **-290-**.

10 MINUTES (-242-)

306. What immediately grabs your attention upon entering the Ballroom is what is taking place within it. You have walked in on a ghostly ball; nearly 30 ethereal figures bob and weave gracefully over the polished floor beneath the shimmering light of the grand crystal chandelier as the orchestra plays a lilting waltz.

If your Investigator is male, proceed to **-373-**.

If your Investigator is female, proceed to **-359-**.

10 MINUTES (-234-) 5 RP

307. You cautiously sip the brandy as you attempt to get a good look at the occupant of the chair, to no avail. The brandy is warm and delicious.

"Would you care for a cigar to go with that?" your hosts inquires as he opens a gem-studded gold box resting in his lap.

POW X 3

SUCCESS **-327-** FAILURE **-345-**

5 MINUTES (-348-)

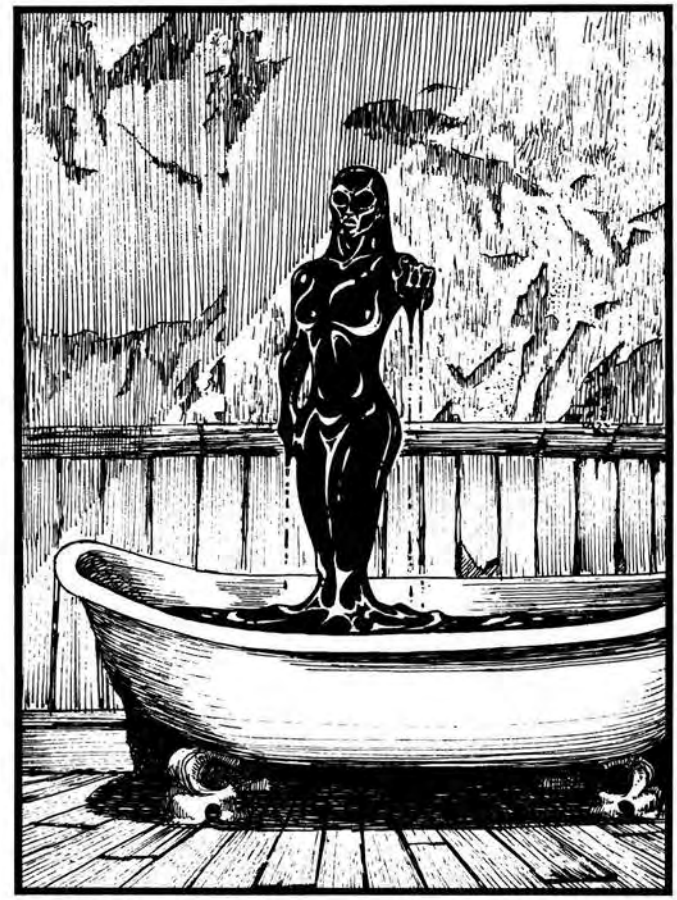
308. As you are poking around the linen shelves, a thick splashing sound draws your attention back to the bathtub where you see...

SANITY

SUCCESS -1 SAN

FAILURE -3 SAN

...the figure of a woman rising unnaturally from the tub, a figure composed of the thick blood which now fills the tub! And the woman turns her ensanguined stare upon you!



"You'll be sorry," she gurgles thickly, raising a hand to point at you. "You'll be sorry!"

POW X 3

SUCCESS **-346-** FAILURE **-328-**

5 MINUTES (-363-)

309. You could try one of the keys on your key ring; this will get you into **-277-**.

5 MINUTES (-259-)

310. It suddenly dawns upon you that you are being observed. Looking up, your eyes fall upon a shadowy figure on the landing of the grand staircase.

"Welcome to my home," a chillingly cruel voice greets you. "Perhaps you will join me for a swim, eh?"

The figure breaks into harsh, contemptuous laughter as it fades back into the shadows from whence it came. The laughter lingers a moment, a mocking echo.

Shaking off your fear, you return to **-209-** and decide which room to look into next.

NOTE: Do NOT make the POW X 3 roll at **-209-** again.

5 MINUTES (-209-) 5 RP

311. You have found a closet, empty save for a thick layer of dust. Having no choice, you return to **–298–**.

5 MINUTES (–298–)

312. You are on the west lawn. Traveling south will take you around the corner of the house to **–350–**. Taking the stairs to the north will see you on the terrace at **–318–**.

5 MINUTES (–314– –318– –350– –366–)

313. There is nothing to be found here, and you exit to **–365–**.

5 MINUTES (–336–)

314. The cursed door refuses to open, no matter what you do! After several skinned knuckles and much frustration, you realize that you will have to climb down to the lawn below.

CLIMB

SUCCESS **–312–** FAILURE **–366–**

15 MINUTES (–331–)

315. You are at the front of Grim House. A flight of stone steps descends to **–367–**, but a walk around the corner of the house will take you to **–332–**.

5 MINUTES (–332– –367–)

316. You emerge from the closet and are able to breathe once more.

1/2 LUCK

SUCCESS **–271–** FAILURE **–389–**

(–319– –330–) 3 RP

317. You are standing on a balcony on the east side of the mansion. You have a clear view of the clearing around the manse, but the tops of the pine trees block the panorama of the bay.

Beyond the view and a breath of fresh air, there is little to hold your interest here, and you decide to re–enter the house.

1/2 LUCK

SUCCESS **–271–** FAILURE **–390–**

15 MINUTES (–271–)

318. You are on the west terrace. A boarded over door in the east wall will provide you with entry into **–237–**. Moving south will take you to another boarded over door which, if forced open, will allow you access into **–234–**. Going north will take you around to the rear of the mansion and **–395–**. A short flight of stone steps at the end of the terrace descends to **–312–**.

NOTE: It will require 15 minutes to force one of the doors.

5 MINUTES (–234– –237– –312– –322– –339– –358– –395–)

319. You cannot breathe; it is as if the very darkness within the closet has become thick and substantial – and it is smothering the life out of you!

CON X 3

SUCCESS **–316–**

FAILURE –1 hit point : roll again

5 MINUTES (–336–)

3 RP

320. As you approach, the figure turns to face you. He is a tall and powerfully built man with a full beard and black, shiny eyes that reflect the mad obsession behind them. Even were it not for his Victorian attire, you would know this man to be Lazarus Grim.

"Do you enjoy games of chance?" he inquires jovially as he holds up a small, golden chest set with precious stones. "Here is the greatest gamble of all..." So saying, he lifts the lid of the chest.

*POW X 3**

SUCCESS **–372–** FAILURE **–358–**

*If you are wearing a rattlesnake amulet, add 10 points to you POW for this roll only.

5 MINUTES (–337–)

321. You have entered a large walk–in closet, filled now with only darkness and cobwebs.

POW X 3

SUCCESS **–355–** FAILURE **–271–**

5 MINUTES (–271–)

322. The corpse apparition crumbles to dust at your feet, and you are alone in this empty, dilapidated ballroom.

You may leave through the archway in the north wall to **–237–**, or through the glass door in the western portion of the same wall, this opening out onto **–318–**.

With you will go 1D6 Sanity points for your defeat of the deadly apparition.

5 MINUTES (–303– –342–)

323.

POW X 3

SUCCESS –357– FAILURE –338–

(–371–)

324. Too late, you hear the snap of rending wood from above, and look up just in time to see the crystal chandelier bearing down upon you!

The last thing you hear before you are crushed beneath its terrible weight is the maniacal laughter of Lazarus Grim...

THE END

(–372–)

325. Can you believe it? The door is jammed! After several minutes of struggling, you realize that you will have to climb down to the balcony below and make your way back into the mansion from there.

CLIMB

SUCCESS –331– FAILURE –340–

15 MINUTES (–302–)

326. The pace of the dance quickens – faster, faster, until the world spins crazily and the breath is sucked from your lungs.

Suddenly, the death grip upon you is released, and as you stand panting for breath, a chilling voice behind you inquires, "May I cut in?"

You whirl to face the imposing figure of a tall, bearded man with a feral light blazing in his eyes. You somehow know that this can only be Lazarus Grim.

He holds up a small golden chest studded with gems, and the lid opens of its own volition to reveal –341–.

10 MINUTES (–303– –342–)

5 RP

327. You see a gleaming, misty light, shot through with hundreds of tiny, flickering sparks inside the box before the lid is slammed shut.

"I do not take kindly to being thwarted," an unnatural, gravelly voice growls at you. "I offer you a toast; to your death!"

You feel something warm and wet running over your hand; you look down...

SANITY

SUCCESS –1 SAN

FAILURE –2 SAN

Your brandy snifter is overflowing – with blood! Shocked, you drop the glass, which falls to the floor and...

Vanishes, along with the fire, the furnishings, and your sinister host.

Feeling a bit queasy, you return to –237– to continue your tour of the mansion, a hollow echo pursuing you from the room: "To your death!"

NOTE: Do NOT make the POW X 3 roll at –237– again.

10 MINUTES (–307–)

3 RP

328. The bloody figure ruptures, drenching you in blood!

SANITY

SUCCESS –.– FAILURE –2 SAN

But no, you realize a moment later. You are not covered with blood, nor can you find any trace of it in the room; even the tub is completely dry.

Realizing that you have had a psychic experience, you shakily exit the room for –246–.

5 MINUTES (–308– –346–)

3 RP

329. You have found the dumbwaiter, once used to transport meals up from the kitchen below. Since you cannot fit into the small car, you must return to –203– and look elsewhere.

5 MINUTES (–203–)

330. You are dragged back into the closet, where that horrible suffocating blackness reasserts itself!

CON X 3

SUCCESS –316–

FAILURE –1 hit point; roll again

5 MINUTES (–389–) **2 RP**

331. You are on a balcony on the west side of the mansion, which offers you an expansive view of the pine forest and a breath of cool, fresh air.

After 15 minutes, you decide to get on with the investigation and re–enter the house.

1/2 LUCK

SUCCESS –225– FAILURE –314–

15 MINUTES (–225– –325– –340–)

332. You are on a long terrace running the entire length of the east side of the mansion, though providing no access into the house itself.

Following the terrace around to the north will take you around to **–395–**, while following it to the south will see you at **–315–**.

5 MINUTES (–315– –380– –390– –395–)

333. You awaken an hour later to find yourself sprawled flat on you back in the center of the room. You have lost 3 Sanity points and, curiously, 1 POW point (this loss is permanent).

Woozy and weak, you pick yourself up and try to decide what to do next at **–254–**.

1 HOUR (–244–) 5 RP

334. There is a dark figure silhouetted by the ghostlight; a menacing, hostile presence alive with hatred and greedily awaiting your arrival...

You blink, and the vision is gone. You begin to breathe again, moving resolutely up the path to **–226–**.

5 MINUTES (–109–) 5 RP

335. There is something familiar about these symbols, something dangerous and evil, though they do not pertain to any of the more mundane of the arcane arts. No, this is something far and beyond black magic, though it must certainly be part os some sort of summoning ceremony. But of what sort?

POW X 3

SUCCESS –244– FAILURE –294–

5 MINUTES (–248–) 3 RP

336.

CON X 3

SUCCESS –313– FAILURE –319–

(–355–)

337. ... a bloated, swollen–eyed face of a fish or frog, over–wide mouth gaping to reveal twin rows of razored fangs!

As you step back from this horrid apparition, you realize that the entire crowd around you has devolved into the same type of amphibian horror.

It only takes you a moment to realize that you are being herded into the center of the room, where a dark figure awaits you at **–320–**.

5 MINUTES (–301– –356–)

338. Well, it's an empty closet. What did you expect? Return to **–290–** and look elsewhere.

5 MINUTES (–323–)

339. The creaking of sagging wood alerts you to the danger just in time to avoid being crushed beneath the crystal chandelier, which crashes to the floor where you were standing a moment before.

As you pick yourself up and bless your good fortune, you hear a faint voice from somewhere in the house remind you: "One way or another!"

You may leave this place through the archway in the north wall at **–237–**or through a small glass door in the western portion of the same wall that opens onto **–318–**.

5 MINUTES (–372–)

340. Look out! An unfortunate slip sends you crashing down onto the balcony below, to the tune of 1D6 points of damage.

When at last you are able to pick yourself up, you may limp away to **–331–**.

5 MINUTES (–325–)

341.

POW X 3

SUCCESS –372– FAILURE –358–

NOTE: If you have a rattlesnake amulet, you may add 10 points to your POW for this roll only.

(–326–)

342. The once handsome face is now ancient and withered – the face of a century–old corpse! Leathery, bony fingers clasp you tightly, pulling you into a macabre embrace.

His breath, fetid and pungent with the aroma of the grave, wafts over you as you struggle to free yourself.

"Dance with me Forever!"

Match your POW against the apparition's POW of 16 on the Resistance Table. A victory here will see you to –322–, while a defeat will lead you to –326–.

5 MINUTES (–304–) 3 RP

343. The key does not work on these doors. Return to –242– and try something else.

10 MINUTES (–214–)

344. You swirl off into the crowd, caught up in the rhythm of the waltz. Your partner is a true beauty with sky–blue eyes and a dazzling smile.

You weave your way through the crowd to the center of the ballroom, moving with a lightness you have never experienced before.

"You dance divinely, sir," your partner compliments you. "Promise you will dance with me forever."

Framing a gallant reply, you look into her eyes and...

SANITY

SUCCESS –1 SAN / –303–

FAILURE –1D4 SAN / –303–

30 MINUTES (–373–) 5 RP

345. You awaken an hour later, feeling severely hung over, your POW permanently reduced by 1 point. For the next 8 hours, all your skills will be reduced by 5% until you recover from your hangover.

You may return groggily to –237– and continue your tour.

NOTE: Do NOT make the POW X 3 roll at –237– again.

1 HOUR (–307–)

346. "He will trap your soul and imprison it within the chest. Beware the opening of the chest!"

POW X 3

SUCCESS –374– FAILURE –328–

5 MINUTES (–308–)

5 RP

347. As you move towards the archway, strange sounds drift into your range of hearing. It sounds like a 4 piece orchestra playing a waltz, while the murmur of many conversations echo in the background.

Uncertain of what you will find, you move cautiously forward to –375–.

5 MINUTES (–256–)

5 RP

348. Turning back to the fireplace, you are startled to see a roaring fire blazing cheerfully in the hearth. Two plush armchairs face the fire, and between them is a small table atop which rests a decanter and 2 brandy snifters.

"Would you care for a drink, my friend?" inquires a sepulchral voice from the lefthand chair.

Will you accept the offer at –307–, or decline at –362–?

5 MINUTES (–237–)

349. You step out onto a small balcony overlooking the clearing near the east side of the mansion. There is nothing noteworthy to be discovered here, and after 10 minutes you are ready to re–enter the house at –298–.

10 MINUTES (–298–)

350. You are on the front lawn of Grim House. To the east is the front porch at –247–, while around the corner to the west will be found –312–.

5 MINUTES (–247– –265– –312–)

351. You must make your way across an area of heaped dirt and scattered debris to reach what you can now see is a small stage. It requires some effort to clamber up onto the stage, but in due course you succeed.

POW X 3

SUCCESS –391– FAILURE –368–

(–216– –397–)

352. Grim's triumphant grin transforms into a twisted mask of outraged frustration. Slamming the strange chest closed, he turns the full brunt of his unholy anger upon you.

"You've won this time, worm. Enjoy it. It is the last victory of your miserable life!"

With that, the horrid apparition vanishes, leaving you alone once more at –388–.

5 MINUTES (–376–) 5 RP

353. Dodging and weaving through the rain of death, you reach the door and throw yourself through it barely in time to avoid a horrible death beneath tons of rubble.

After a momentary rest to collect your wits and regain your breath, you can set off down the path to **–297–**, or the trail to **–387–**.

5 MINUTES (–392–)

354.

SPOT HIDDEN

SUCCESS **–383–** FAILURE **–274–**

(–378–)

355. Something you cannot understand warns you that there is something in here with you, something hidden and hostile.

Will you seek it out at **–336–**, or will you leave it be and exit to **–365–**?

(–321–)

356. The lady bows her head in disappointment, and when she looks up...

SANITY

SUCCESS –1 SAN / **–337–**

FAILURE –1D4 SAN / **–337–**

(–373–)

357. You find nothing, but when you step out of the closet – you find that you are in a completely different room!

To determine where you have ended up, roll 1D6 and consult the table below.

ROLL	GO TO
1	–261–
2	–298–
3	–271–
4	–246–
5	–276–
6	–261–

10 MINUTES (–323–) 3 RP

358. You awaken an hour later to discover you have lost 1 POW point (this loss is permanent).

Rising shakily to your feet, you may leave through the archway in the north wall to **–237–**, or through the small glass door in the western portion of the same wall which opens onto **–318–**.

1 HOUR (–320– –341–)

359. An attractive young man in stylish Victorian clothes detaches himself from the crowd and approaches you.

"Good evening madam," he greets you gallantly. "Would you care to dance?"

You may accept at **–304–** or decline at **–301–**.

5 MINUTES (–306–)

3 RP

360. You cannot open the doors. Return to **–242–** and try something else.

10 MINUTES (–242–)

361. As you pass through the archway, both music and voices fade into the dusty silence even as you enter **–234–**.

(–375–)

362. The seated figure twists around to face you...

SANITY

SUCCESS –1 SAN FAILURE –1D4 SAN

...a corpselike face, now twisted into a mask of rage and hatred, the face of something which should have been long dead – the face of Lazarus Grim!

"Don't fight me," the thing warns with an unnatural growl, "I hate it when they fight me; and it will do you no good. No good!"

The fire suddenly flares, temporarily blinding you. When your eyesight returns, you are once more alone in a cold and empty room.

You may return to **–237–** and continue your exploration of the mansion.

NOTE: Do NOT make the POW X 3 roll at **–237–** again.

15 MINUTES (–348–)

5 RP

363. A large bathtub takes up most of this room, along with a number of linen shelves on the east wall. Beyond this and the rust and rampant mildew, there is nothing of note here.

POW X 3

SUCCESS **–308–** FAILURE **–246–**

5 MINUTES (–246–)

364. This door refuses to open. Of course, you could try one of the keys on your key ring. This will take you to **–277–**.

10 MINUTES (–259–)

365.

1/2 LUCK

SUCCESS **–271–** FAILURE **–389–**

(–313– –355–)

366. Oh no! A slip sends you crashing to the lawn, sustaining 1D6 points of damage. If you can manage to pick yourself up, you will find yourself at **–312–**.

5 MINUTES (–314–)

367. You are on the front lawn of Grim House. A flight of stone steps to the east ascends to **–315–**, while a short walk west will see you at **–247–**.

5 MINUTES (–247– –265– –315–)

368. There is nothing here but a raised platform and the tattered, rotted remains of a stage curtain.

Off in the wings you find a number of ruined dressing rooms and dust–choked storage closets which offer you no clues to the solution of your mystery.

Disappointed, you head back for **–381–**.

30 MINUTES (–351–)

369. The next thing you know, you are standing in the clearing outside the tower, minus 1 POW point and with no clear memory of how you lost it.

You recall the evil visage of Lazarus Grim and the curious, golden box he held, but beyond that, no more.

Mystified, you may start off down either the trail to **–299–** or the path to **–387–**.

10 MINUTES (–376–)

370. You are struck from behind by something hard and unyielding which inflicts 1 point of damage on your now–aching head.

Whirling about, you can find no sign of your assailant, and so you continue along the path to **–398–**.

5 MINUTES (–252– –398–) 2 RP

371. You stand before a doorway which opens into the blackness of a large closet.

Will you poke around inside at **–323–**, or decide not to waste your time and return to **–290–**.

(–290–)

372. A look of feral rage contorts the features of Lazarus Grim.

"Meddling fool," he growls. "One way or another, you will join the inhabitants of Grim House – one way or the other!" And with that, he is gone.

LISTEN

SUCCESS **–339–** FAILURE **–324–**

5 MINUTES (–320– –341–)

373. An attractive young woman in a beautiful gown detaches herself from the crowd and approaches you.

"Good evening, sir," she greets you with a shy smile. "Would you care to dance?"

You may accept at **–344–**, or decline at **–356–**.

5 MINUTES (–306–)

3 RP

374. "Release our souls! Destroy the chest and break the power of the evil one! If it is taken from nim, his will shall be broken, for it is the source of his power!

"Help us! Save our souls before it is too late for you!"

These last words are spoken as the bloody apparition sinks back into the tub. As swiftly as it appeared, the blood drains away, leaving not a trace behind.

Shaken and a bit nauseated, you retreat to **–246–**.

5 MINUTES (–346–)

10 RP

375.

POW X 3

SUCCESS **–234–** FAILURE **–361–**

(–347–)

376. Tendrils of sickly, greenish mist pour from the box, taking the form of octopoidal tentacles that grab up the three young men and drag them screaming into the box in Lazarus Grim's hands!

A grin of unadulterated evil on his face, Grim turns – and addresses you!

"Next!" he exclaims as once more he opens the golden chest.

Match your POW against the box's POW of 20 on the Resistance Table. If you succeed, observe the result at **–352–**. If you fail, see what **–369–** has in store for you.

NOTE: If you have a rattlesnake amulet, you may add 10 points to your POW for this roll only.

5 MINUTES (–391–)

20 RP

377. A creaking, rending sound from above warns you of danger. Leaping for the door, you throw yourself through it just in time to avoid being crushed beneath tons of rubble. That was a close one!

Picking yourself up off the ground, you dust yourself off and set off down either the path to **–297–** of the trail to **–387–**.

(–388–)

378. After a five minute walk, you step into a small clearing with a decrepit looking well at its center.

You may examine the well at **–354–** or continue along the path to **–300–**.

(–265 –394–)

379. You are able to wrest yourself free from the shadow–talons, but, whimpering with fear, you see that they are stretching out, reaching for you with malign purpose.

Heedless of your dignity, you scramble for the door and flee to **–250–**.

5 MINUTES (–389–)

2 RP

380. You plummet to the flagstones of the terrace, sustaining 1D6 points of damage from the fall. If you survived, you may minister to your injuries at **–332–**.

10 MINUTES (–390–)

381. You can check out the stairs at **–266–**, or exit the tower and continue along the path to **–297–**, or the trail to **–387–**.

(–368–)

382.

POW X 3

SUCCESS **–393–** FAILURE **–299–**

(–297– –284–)

383.

SANITY

SUCCESS –1 SAN FAILURE –3 SAN

As you peer down into the well, you see something slick and black and malign coursing up the well shaft towards you! Throwing yourself backward away from the hellish sight, you cast about for an escape route.

Two paths present themselves; the trail to **–299–** or the trail to **–300–**.

(–354–) 5 RP

384. Standing on the overgrown lawn behind Grim House, you see 2 flights of steps. One ascends to the terrace at **–395–**, while the other descends into the darkness at **–233–**.

5 MINUTES (–395– –233–)

385. You desperately try to reach the door to safety, but to no avail – the full weight of the ceiling comes down on top of you at **–396–**.

5 MINUTES (–392–)

386. You suddenly sit bolt upright in the bed in your room at Mrs. Gordon's Boarding House! Looking at your clock, you see that 8 hours have passed since that horrible moment when you were certain your fate was sealed.

You are at your full hit points minus 3, but otherwise, no worse for wear.

When you feel able, you may move on to **–73–**.

8 HOURS (–396–) 5 RP

387. You emerge from the pines at the foot of the dock at which you were dropped by Enos Wade – how long ago? An eternity, it seems.

While you are here, you could light the signal lamp that will bring Enos to take you back to the mainland and **–73–**. Or, you might set off again along the path to either **–252–** or **–300–**.

10 MINUTES (–207– –210– –212– –216– –220– –227– –235– –243– –245– –270– –300– –353– –369– –377– –381– –394– –397–)

388.

LISTEN

SUCCESS -377- FAILURE -392-

(-352-)

389. Something grabs you from behind, pulling you back into the closet! Twisting about, your eyes widen in horror as you see...

SANITY

SUCCESS -1 SAN

FAILURE -3 SAN

...the darkness within the closet has bulged outward, forming two grasping talons which are now wrapped around you in a death grip!

Match your POW against the talons' POW of 15 on the Resistance Table. A win here will see you to **-379-**, while a loss brings you to **-330-**.

5 MINUTES (-316- -365-)

3 RP

390. The door is locked! Not only that, it appears to be jammed, for even the keys on your ring will not open it. There is nothing for it; you must climb down to the terrace below.

CLIMB

SUCCESS -332- FAILURE -380-

10 MINUTES (-317-)

391. As you straighten, you are shocked to find yourself on a fully dressed stage, complete with backdrop and furnishings depicting a Victorian drawing room.

Three young men stand at stage right, oblivious to your presence as they regard a tall, bearded man with pure evil sparkling in his eyes, a man you know must be Lazarus Grim.

"Welcome," Grim booms with mock hospitality. "Welcome to my home!"

"Who...Who are you?" inquires one of the young men nervously.

"Why, your host, of course," Grim replies as he holds up a strange golden chest the size of a jewelry case, its lid inscribed with the head of an octopus. "And look, I have a gift for you!" With that, Grim opens the chest.

SANITY

SUCCESS -1 SAN / -376-

FAILURE -3 SAN / -376-

5 MINUTES (-351-) 5 RP

392. Without warning, the ceiling begins collapsing on top of you! Debris rains down upon you from above, inflicting 1D4 points of painful damage. And above the rumble of falling rubble you can hear the sound of insane, triumphant laughter!

DODGE

SUCCESS -353- FAILURE -385-

(-388-)

393. The air grows suddenly chill around you, and you become aware of another presence here with you in these sylvan shadows.

Your darting eyes search the shadows, settling finally upon...

SANITY

SUCCESS -.- FAILURE -1 SAN

...a misty, semitransparent figure of a beautiful woman in Victorian dress, her arms outstretched towards you.

"Release us from our torment!" she beseeches you, "Save our souls!"

And then the ghostly image fades, leaving you sweat-drenched and shaking as you make your way unsteadily to **-299-**.

5 MINUTES (-382-) 5 RP

394. From this clearing, you can take the trail at **-387-**, or the path which seems to head inland at **-378-**.

5 MINUTES (-226-)

395. You are on the rear terrace of Grim House. By following this wide granite veranda to the west, you will round the corner of the mansion and find **-318-**.

Arranged along the back wall of the house are 4 boarded over french doors which will allow you access into **-237-**, though it will take 15 minutes to pry one open. In the middle of the northern edge of the terrace is a flight of steps descending to **-384-**.

By following the terrace to the east, you will round

that corner of the mansion and find yourself at -**332**-.

5 MINUTES (-237- -318- -332- -384-)

396. If you wear a rattlesnake amulet, you will find yourself at -**386**- . If you do not, then you will be at -**399**-.

(-385-)

397. You can still examine the platform at -**351**-, or exit the tower and try the stone steps winding up and around the outer wall at -**232**-, or simply set off down either the path to -**297**- or the trail to -**387**-.

5 MINUTES (-238-) 3 RP

398.

SPOT HIDDEN

SUCCESS -**273**- FAILURE -**370**-

(-370-)

399. You are crushed to a bloody pulp which eventually washes away with the seasonal rains. Occasionally, the sound of perverse, triumphant laughter drifts over your resting place.

THE END

(-396-)

400. You have exited from Grim House, and stand now on the front porch. Before you, the familiar gravel path which brought you to this place now offers a quiet walk to -**212**-.

5 MINUTES (-117-)

401.

YOU MAY READ HANDOUT GI-16, THEN RETURN TO -**88**-

30 MINUTES (-16-) 10 RP

402. Your sanity is torn to pitiful shreds as the abominable dweller in the depths forces its way up through the pool. Numbed by fear, your trembling fingers release their grip upon the chest and it crashes to the floor, shattering in a blast of blinding light.

There is a scream of frustrated, unholy rage from Lazarus Grim, and an exultant chorus from within the light: "Free!"

Then there comes a terrible rending. The structure above you shifts, groans its protest, and collapses, entombing your mortal remains beneath tons of rubble.

You have released the souls of Lazarus Grim's victims and driven the curse from Grimrock Isle - but at a terrible cost.

The world is safe, and life goes on - But for you, this is

THE END

(-115-)

403.

READ HANDOUT GI-5, THEN GO TO -**231**-.

5 MINUTES (-53-) 10 RP

404. In a final gesture of defiance, you raise the chest high above your head - and smash it down upon the floor.

A burst of brilliant light fills the room, light filled with many golden flecks of light which rise up through the ceiling and quickly disappear. Behind them, you are certain you hear a whispered chorus of jubilant voices cry out, "Free!"

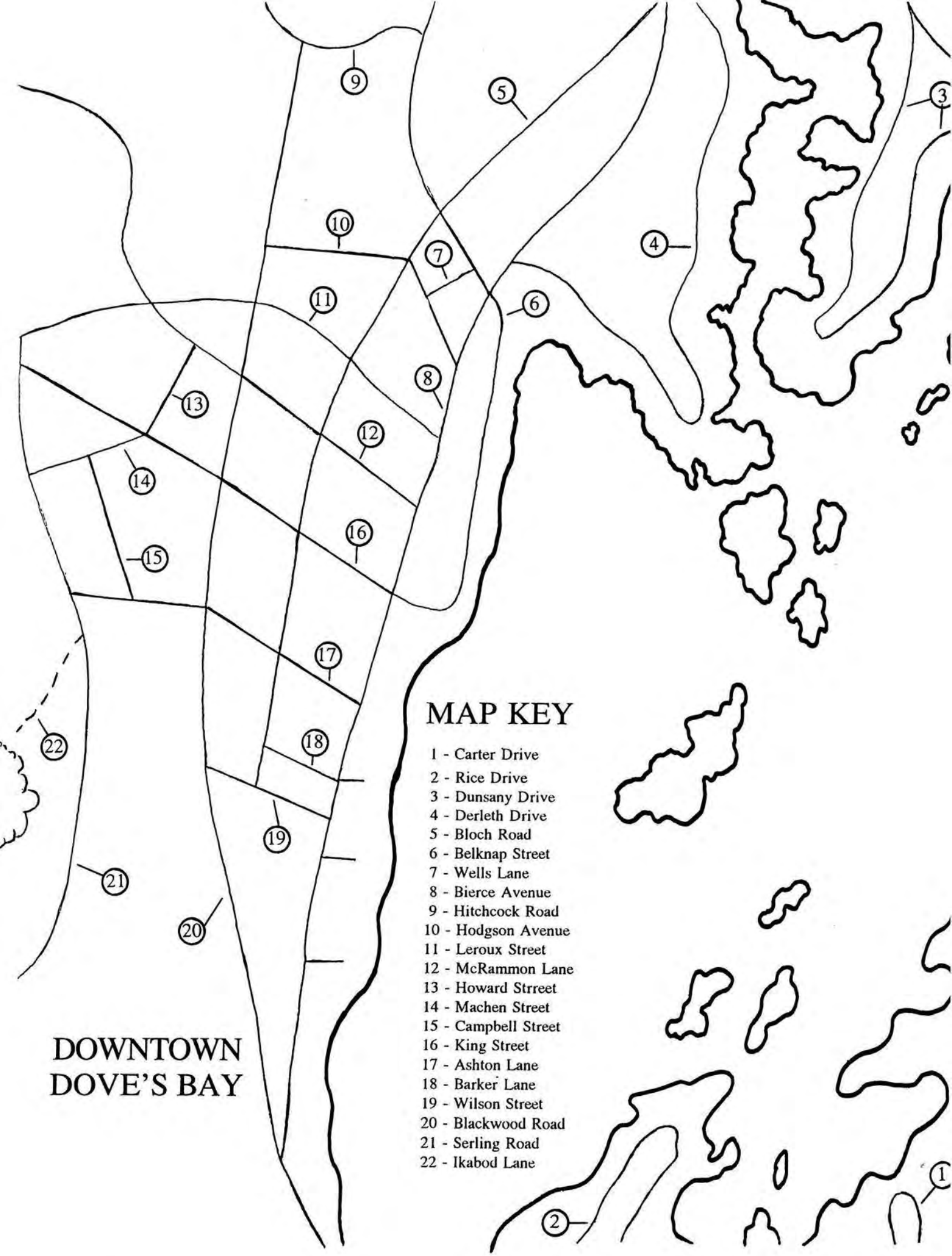
"NOOOOOOOO!" the hideous cry bursts from Lazarus Grim as he staggers, aging and withering before your very eyes!

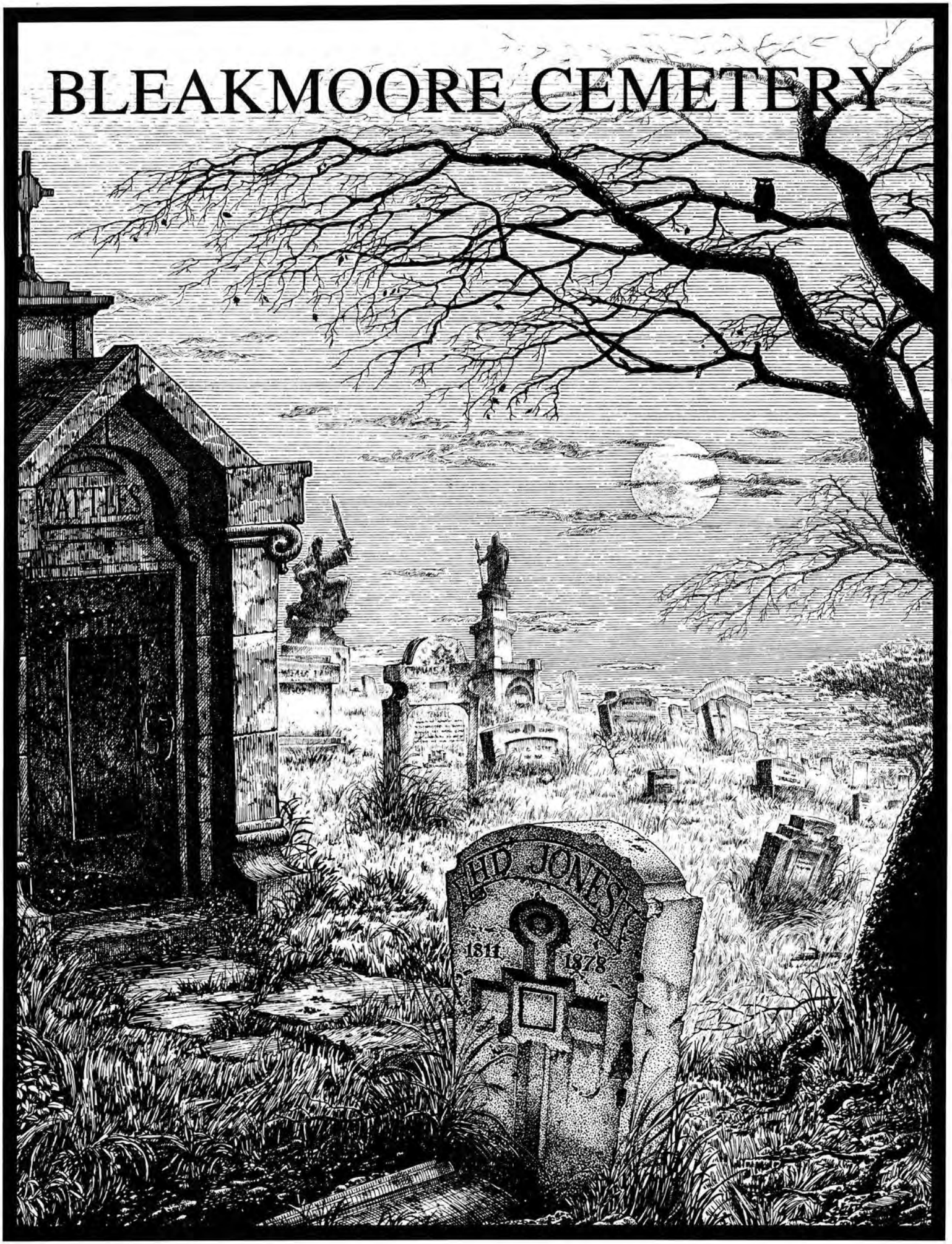
But you cannot stay to watch the horrid spectacle, for Grim House has begun coming down around your ears!

You must make 3 successful Dodge rolls, or sustain 1D4 points of damage from falling debris for each missed roll. If you can survive this nightmare ordeal, you may drag yourself out to -**119**-.

10 MINUTES (-167-)




MAP KEY
1 - Carter Drive
2 - Rice Drive
3 - Dunsany Drive
4 - Derleth Drive
5 - Bloch Road
6 - Belknap Street
7 - Wells Lane
8 - Bierce Avenue
9 - Hitchcock Road
10 - Hodgson Avenue
11 - Leroux Street
12 - McRammon Lane
13 - Howard Strreet
14 - Machen Street
15 - Campbell Street
16 - King Street
17 - Ashton Lane
18 - Barker Lane
19 - Wilson Street
20 - Blackwood Road
21 - Serling Road
22 - Ikabod Lane
DOWNTOWN
DOVE'S BAY


BLEAKMOORE CEMETERY
WATTLES
HD JONES
1811
1878

1. Bleakmoore Cemetery is a grim and forlorn place in the fading light of day. From the rusting main gate, the graveyard looks to be deserted, save for its eternal residents, of course.

At the very center of this necropolis crouches a hulking and impressively-wrought granite crypt **–96–**, while off to the right is a small stand of ancient, gnarled oaks **–74–**, beneath whose boughs lurks an impenetrable gloom.

LISTEN

SUCCESS - **35** - FAILURE ._.

OR

SPOT HIDDEN

SUCCESS -**57**- FAILURE ._.

15 MINUTES **(DIRECTORY)**

(–35–)

2. You have not been noticed yet, and may beat a hasty – but very quiet – retreat.

SNEAK

SUCCESS -**6**- FAILURE -**18**-

(–22–)

3.

LUCK

SUCCESS -**29**- FAILURE -**92**-

(–55– –89–)

4.

CLIMB

SUCCESS -**42**- FAILURE -**16**-

(–20–)

5. The slab slides grindingly from its ancient resting place, revealing a flight of worn stone steps descending into the musty darkness of the earth.

A foul, unwholesome reek spews up from the nighted darkness, and yet you realize your only chance of escape is to descend to **–6–**. With no little trepidation, take that first step...

NOTE the number of this entry as the starting point for your subterranean journey.

(–38– –59–)

6. To explore these loamy passages, roll 1D8 every 15 minutes and consult the following chart to learn of your discoveries. Read the indicated entry, then return here to continue, and remember to mark off time for your travels, including retracing your steps if necessary.

NOTE: When mapping, should the newly mapped section seem to intersect with a section previously mapped, assume that the slope of the tunnels has taken you below the level of the original tunnel.

ROLL	GO TO
1	**–34–**
2	**–56–**
3	**–95–**
4	**–30–**
5	**–52–**
6	**–72–**
7	**–87–**
8	**–26–**

(–2– –5– –33– –44–)

7. You are standing near the ceiling of a vast, green-litten grotto which stretches out before you beyond the range of your vision. This enormous chamber is some 50 feet high, and on the floor far below you, you see...

SANITY

SUCCESS -2 SAN GO TO **–32–**

FAILURE -1D8 SAN GO TO **–32–**

NOTE: If you lose 5 or more points of Sanity here, consult **–8–**.

5 MINUTES (–36–)

8. You bring yourself up short, panting for breath, your heart pounding madly. Though it is warm in this cramped tunnel, you find that you are shivering uncontrollably.

There is something... Something about a vast, green-illumined chamber... but you can recall no more, and perhaps that is a mercy.

Now, completely lost, you must continue your desperate groping at **–6–**.

15 MINUTES (–7–)

9. You make your way through the damp, moonless night, moving with the caution of one well used to unexpected surprises.

SPOT HIDDEN

SUCCESS –**43**– FAILURE –**92**–

(–74–)

10. You find nothing of interest. somewhat discouraged, you take your leave to –**73M**–.

15 MINUTES (–76–)

11. To your horror, you discover that you have been locked inside the crypt, and you cannot find a way to open the door!

SPOT HIDDEN

SUCCESS –**60**– FAILURE –**88**–

OR

IDEA

SUCCESS –**38**– FAILURE –**88**–

(–77–)

12. Do you wish to investigate the crypt at –**73**–, or would you rather take your leave of this aged necropolis and seek the relative comforts of town at –**73M**–?

(–51–)

13.

LUCK

SUCCESS –**39**– FAILURE –**66**–

(–17–)

14. You take 1D6 points of damage as you are clubbed in the head from behind! You realize groggily that you can either flee the crypt to –**68**–, or shine your light into your assailant's eyes to blind him at –**40**–.

(–73–)

15.

OCCULT

SUCCESS –**41**– FAILURE –**77**–

(–82–)

16. You are nearly halfway around the pit when the ledge beneath you gives way! You are off balance, and there is no anchor for your desperately grasping hands to cling to! With a wild scream of maniac terror, you plunge down into that terrible, lightless emptiness, falling, falling, endlessly falling, into the darkness of the abyss.....

THE END

(–4–)

17. The night is cool and quiet and moonless, your light the only guide over the torturous terrain.

SPOT HIDDEN

SUCCESS –**43**– FAILURE –**13**–

(–55– –75–)

18. You've been spotted and the chase is on! Flee to –**44**–.

(–22–)

19. If you are faced with more than 4 of these blasphemous creatures, you realize that you are seriously outnumbered and will have to try something else. Also, try your

LUCK

SUCCESS - Return to –**93**–, Paragraph 3, and choose.

FAILURE –**45**–

If you are faced with 3 or less foul foes, you can fight them at –**64**–. NOTE that should you win, you may continue your researches at –**15**–.

(–93–)

20. There is a narrow ledge which encircles the pit, but it will require a Climb roll to navigate it successfully. You may make the attempt at –**4**–, or give it up and examine the book at –**79**–.

(–83– –79–)

21. You flee Bleakmoore Cemetery and the dark horror it contains, and you do not stop running until you reach –**73M**–.

(–84–)

22. In the phosphorescent green illumination of the chamber, you see with bone–chilling horror a band of 2D6 meeping humanoid creatures feasting upon a rotting human corpse!

SANITY

SUCCESS –**1 SAN** FAILURE –**6 SAN**

LUCK

SUCCESS –**2**– FAILURE –**18**–

NOTE: Make both rolls for this entry.

(–85–)

23.

SANITY

SUCCESS ._. FAILURE –**1D6 SAN**

A rubbery, humanoid thing with twisted canine features and black, gnarled talons emerges from the crypt amidst a wave of miasmal death–stench – and it is coming after you! Will you flee to –**73M**–, or stand at –**64**– and fight this foul, charnel creature?

NOTE: If you win this battle, victory will see you at –**90**–.

(–86–)

24. You fool! You have blundered into the 6D6 creatures who left the grotto before you! Your only stroke of fortune here is that these rough beasts can attack you only 2 at a time.

Battle these foul nether denizens at –**64**–, but NOTE: A victory here will see you at –**6**–.

15 MINUTES (–70–)

25. You have lost 1D20 Sanity Points, as well as the memory of the remainder of your stay in Bleakmoore Cemetery. Go to the Directory and roll 1D10; that is the Location where you will find yourself upon regaining your senses. From there you may proceed as you will, shaken, trembling, bruised, and mystified.

1 HOUR (–71– –92– –80– –39–)

26. The tunnel widens, forming a small, earthen chamber.

LUCK

SUCCESS ._. FAILURE –**85**–

(–6–)

27. Caught in the seam between the cover slab and the body of the sarcophagus is a tattered piece of rotting cloth; it is held in the seam so tightly that you cannot pull it free.

You may investigate this further at –**59**– or:

LUCK

SUCCESS –**49**– FAILURE –**14**–

15 MINUTES (–73–) 3 RP

28. After 15 minutes, the malformed creatures give up their bone–picking and vanish into the dark maw of a tunnel just to your right, and you scramble down the steep slope of the wall to find yourself standing uncertainly at –**50**–.

15 MINUTES (–54–)

29. "Don't come any closer!" warns a voice from the bushes.

"You're lookin' into the history of Grim House; don't go out there if ya know what's good for ya! He's out there waitin' for ya –– an' he'll get ya if'n ya go out there!"

LUCK

SUCCESS –**51**– FAILURE –**71**–

5 MINUTES (–3–)

30. You find yourself standing in a 4–way intersection.

SPOT HIDDEN

SUCCESS –**48**– FAILURE ._.

(–6–)

31. You discover a number of strange scratches etched into the hard, weatherbeaten stone; strange because there is nothing present here which could possibly have made them.

Return to –**96**– to act upon what you have learned.

(–96–) 2 RP

32. You stand rooted to the spot by the horrific panorama before you. The floor of this nighted chamber is littered with coffins, some intact, most broken and shattered, many rotted through by the passage of time.

Scattered amongst these morbid containers are countless yellowed bones and skulls – the skulls of human beings!

And picking their way through this ancient boneyard is a pack of 6D6 rubbery, hoofed humanoid things whose horrid meepings are interrupted by the occasional crunch of fang upon bone...

Will you retreat from this nightmare grotto, return to **–87–** and take the other tunnel, or remain here to observe at **–54–**?

10 MINUTES (–7–) 5 RP

33. Expecting to land hard, you are shocked to find yourself falling into a Stygian blackness! You land in a foul–smelling, rough–hewn tunnel which stretches into the darkness in either direction. Since you cannot climb out of this pit, you will have to find another exit at **–6–**.

NOTE the number of this paragraph as your entry point, and save it for future reference.

(–69– –84–)

34. A flight of worn stone steps ascends to what must be an exit from this terrible place at **–97–**.

(–6–)

35. This place is unnaturally silent, as though no living creature dared to dwell here. The only sounds to be heard are the crunching of your footsteps on the dried leaves beneath you – and the rapid beating of your own heart.

Return to **–1–** and decide what you will do next.

(–1–) 1 RP

36. As you travel along this tunnel, the strange illumination grows increasingly more intense, until you no longer require your own light to find your way.

Now, ahead, you see what can only be an opening of some sort. Will you explore what may lie beyond it at **–7–**, or return to the branching tunnels and take the righthand route to **–58–**?

15 MINUTES (–87–)

37. After waiting for an hour, it becomes clear that nothing more is going to happen in this place. You may move on to **–73M–**.

60 MINUTES (–90– –96–)

38. Perhaps, you reason, there is something inside the sarcophagus that will aid you in your escape attempt.

To move the ponderous cover slab, pit your STR against the slab's STR of 20 on the Resistance Table. You may make one attempt every fifteen minutes.

If you cannot move the slab within 2 hours' time, proceed to **–88–**. If you move the slab aside, you discover **–5–**.

(–11–)

39. A sense of movement behind you makes you duck just in time to avoid what seems to be a thick tree limb which swings just past your head, leaving behind it a most foul odor. Whirling to face your attacker, you find....

SANITY

SUCCESS **–47–** FAILURE **–25–**

(–13–)

40.

SANITY

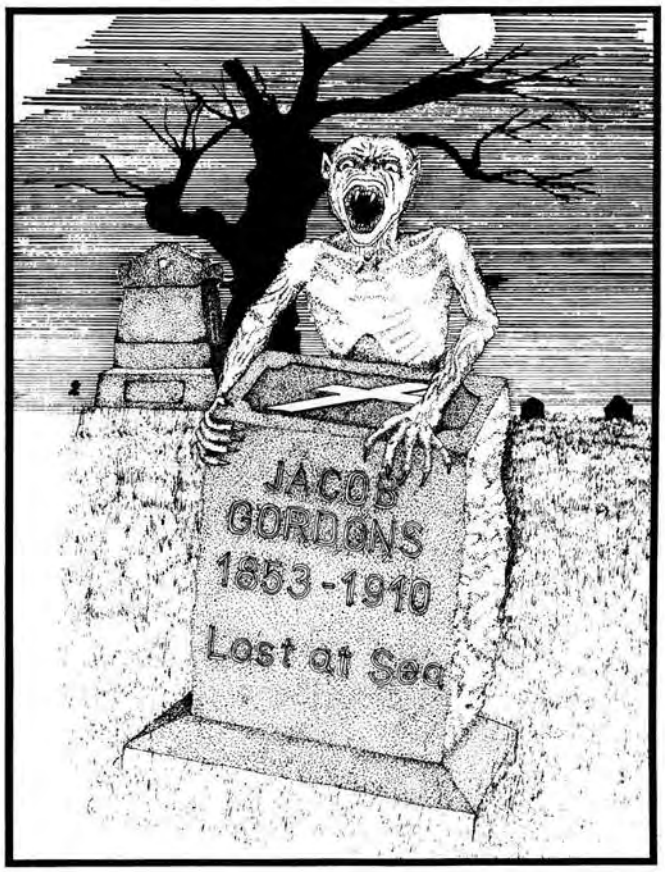
SUCCESS ._. FAILURE –1d6 SAN

A loathsome, rubbery thing with canine features meeps and gibbers madly, fanged mouth drooling as it launches itself at you!

If your SAN loss was 4 points or less, you may flee to **–68–**; if you lost 5 or more points, the shock of this confrontation caused you to hesitate too long, and your chance to escape is lost – you must fight at **–64–**.

NOTE that should you slay the malodorous horror, you will be able to proceed shakily to **–90–**.

(–14– –49–)



41. You realize that you have had an encounter with what can only have been ghouls. You gain 1D6+3 SAN points for defeating these foul minions of evil.

IDEA

SUCCESS -**91**- FAILURE -**77**-

(–15–)

42. You find another tunnel snaking off into the darkness, and this tunnel will lead you to **–6–**.

15 MINUTES (–4–)

43. Was it your imagination, or did that large tree up ahead move in a manner in which trees should not move? You could investigate at **–80–**, or retreat to **–62–**.

(–17– –9–)

44. Match your Movement with that of your pursuers (7) on the Resistance Table. The winner gains 1D6 yards, and you have a 10 yard lead, so don't look back! You may make 3 such rolls every 15 minutes, and if you can attain a lead of 30 yards you will have eluded the foulness which pursues you, and can continue at **–6–**.

If the meeping horrors catch up to you, or if you run into a dead end, you will have to face **–64–**.

NOTE that a victory here will lead you to **–6–**.

(–18–)

45. Before you can react to the scene of horror before you, you are overwhelmed by these unnatural monstrosities and dragged down to a horrible death. For you, this is

THE END.

(–19–)

46. Crossing the remainder of this abominable chamber, you find yourself facing not a jagged rift in the ebon bedrock but a ponderous archway whose massive blocks exhibit painstaking and somewhat unnatural attention to detail.

Will you pass through this Cyclopean arch to **–65–**, or return to the comparative safety of **–50–**?

15 MINUTES (–50–)

47. You have lost 1 point of Sanity as your light falls upon the blasphemous, writhing mass of ropey black tentacles which slobber forth from the bushes, green ichor drooling thickly from countless puckered mouths intent upon consuming you!

DODGE

SUCCESS -**84**- FAILURE -**66**-

(–71– –92– –80– –39–) 5 RP

48. There are some yellowed bones lying on the floor here. Closer inspection shows them to be curiously gnawed....

ZOOLOGY

SUCCESS -**67**- FAILURE -**6**-

(–30–)

49. Some sixth sense alerts you to danger from behind; you whirl around in time to see a club swinging in a vicious arc towards your head!

DODGE

SUCCESS ._.

FAILURE -1d6 Hit Points

You can only think of two options: Either flee the confines of the tomb to **–68–**, or shine your light on your assailant at **–40–** in an attempt to identify and possibly blind him.

(–73– –27–)

50. You are standing in the middle of a nightmare landscape of rotting coffins and gnawed, splintered bones. Behind you is the entrance from which you just emerged, which leads back to **–87–**.

There are also dark tunnel mouths to your right at **–70–**, and far ahead in the distance at **–46–** you can just make out a large, regularly shaped opening all but concealed by the miasmal gloom.

(–28– –46–)

51. "He ain't never died, y'unnerstan?" your hidden informant continues. "He got plans, plans as don't include dyin', an' he'll gobble up yer soul t' stay as he is! Ya been warned!"

There is a rustling in the bushes, and the silence which follows informs you that this interview is over. You may now proceed to **–12–**.

5 MINUTES (–29–) 10 RP

52. The tunnel continues on ahead for another 30 feet.

(–6–)

53. You feel certain that you caught the faint sound of furtive movement from within. Return to **–96–** and review your choices.

(–96–) 2 RP

54.

LUCK

SUCCESS **–28–** FAILURE **–94–**

(–32–)

55. The snapping of a twig warns you that you are not alone here. Will you confront your unknown companion at **–3–**, or continue about your business to **–17–**?

(–74– –75–)

56. Another tunnel yawns ominously open on your left, while the main branch continues on straight ahead into the darkness.

(–6–)

57. With your keen eye, you notice that many of the graves around you have been curiously disturbed. Several gravestones lie in the deep grass, obviously pushed over, while others stand at drunken, crazy angles which could not have been naturally caused.

The soil on a number of the newer graves near the gate look freshly tilled, though clearly grass should have been growing on them by this time.

Return to **–1–** and decide on your next move.

(–1–) 3 RP

58. Despite the condition of this tunnel you are able to proceed, eventually breaking through to a clear section at **–6–**.

15 MINUTES (–36– –87–)

59. To move the slab, match your STR against the slab's STR of 20 on the Resistance Table. You may make this roll once every 15 minutes for as long as you desire.

If and when you succeed, you will discover **–5–**. If you fail and give up, you may leave for **–73M–**.

(–27– –78–)

60. You locate a cleverly–concealed touchplate in the wall, which unlocks the door –from the inside.

LUCK

SUCCESS **–73M–** FAILURE **–93–**

15 MINUTES (–11–) 1 RP

61. After countless twists and turns, this tunnel begins to slope gently upwards. After half an hour, a wave of relief washes over you as you feel the cool dampness of night air on your dirt–smeared face.

Fifteen minutes later, you emerge from a ragged hole in the earth atop a low hill from which the lights of Dove's Bay are clearly visible; your subterranean journey is at an end, and you may shuffle tiredly down the hill and back to **–73M–**.

45 MINUTES (–79–)

62. As you retreat, a chilling voice addresses you from out the moonless dark:

"You are wise to leave this place; wiser still to depart from this town and never think of it again. Few have ever received such warning – heed it."

The tone of that sepulchral voice dissuades you from a further search of Bleakmoor Cemetery, and you remove yourself with haste to **–73M–**.

5 MINUTES (–43–) 3 RP

63. The foul creatures hesitate, uncomfortable in the presence of the holy symbol. Their hesitation gives you just the split second you need to make good your escape to **–73M–**.

(–81–)

64. Each creature you now face has the same stats. Resolve combat following the rulebook guide–lines, rolling for the creature(s) as well as yourself. Match your DEX against the creature(s) DEX of 13 to determine which of you attacks first.

WEAPON	ATTACK %	DAMAGE
Claw	30%	1D6+1D6
Bite	30%	1D6+1D6

Roll 2 Claw and 1 Bite attack for each creature for each round of combat. NOTE that, however many are present, only 3 of the creatures can attack you at any given time.

If you are victorious, pick up your investigation at the entry to which you were previously directed.

15 MINUTES 5RP

(–19– –23– –24– –40– –44– –82–)

65. Your hesitant steps echo through a hall made for giants, whose high-flung buttresses are lost in the living gloom above you. For what seems an eternity you walk this noisesome path, when suddenly you are brought up short by your arrival at **-83-**.

30 MINUTES (-46-)

66. You are grabbed up by powerful, gelid tentacles and lifted high above the ground as greedy, abhominal mouths fasten onto your flesh. As the heady smell of the grave washes over you, you realize that you shall soon be resting in one....

THE END

(-47- -13-)

67. These are the bones of a human being. Return to **-6-**.

(-48-) 4 RP

68.

LUCK

SUCCESS **-86-** FAILURE **-93-**

(-49-)

69. You trip over a treacherous root and sustain 1 point of damage from the fall.

LUCK

SUCCESS **-89-** FAILURE **-33-**

(-14- -40- -74-)

70.

LUCK

SUCCESS **-6-** FAILURE **-24-**

(-50-)

71. "He ain't really dead," your unknown informant continues. "He wants ta....." The hidden voice suddenly distorts into a hideous, soul-wrenching scream!

SANITY

SUCCESS ._. FAILURE -1 SAN

The underbrush before you quivers and shakes as though some huge unseen mass was thrashing about within. As the piteous screaming of your erstwhile informant withers and dies, something appears in the shaking beam of your flight!

SANITY

SUCCESS **-47-** FAILURE **-25-**

5 MINUTES (-29-) 2 RP

72. You have found a dead end. Retrace your steps and try another tunnel.

(-6-)

73. The total darkness of the tomb is only partially dispelled by your light; deep shadows lurk in every corner, and in the deep niches between gilded bas-reliefs decorating the walls.

A marble sarcophagus occupies the center of the tomb, and on the end which faces you there is a plaque which reads:



SPOT HIDDEN

SUCCESS **-27-** FAILURE **-49-**

(-12- -96-)

74. The grove is dark and silent, twisted roots snaking across the earth as though attempting to block your progress.

SPOT HIDDEN

SUCCESS **-75-** FAILURE **-69-**

OR

LISTEN

SUCCESS **-55-** FAILURE **-9-**

(-1- -96-)

75. You progress cautiously through the tangle of intertwined roots, peering suspiciously into the shadows which surround you.

LISTEN

SUCCESS **-55-** FAILURE **-17-**

5 MINUTES (-74-)

76.

SPOT HIDDEN

SUCCESS -78- FAILURE -10-

(-90-)

77. If your battle occurred in the graveyard, then move on to **-73M-**. If you fought in the crypt, you must deal with **-11-**.

(-15- -41- -91-)

78. A piece of rotting cloth is caught between the top slab and the body of the sarcophagus. You may investigate this curiosity at **-59-**, or simply take off to **-73M-**.

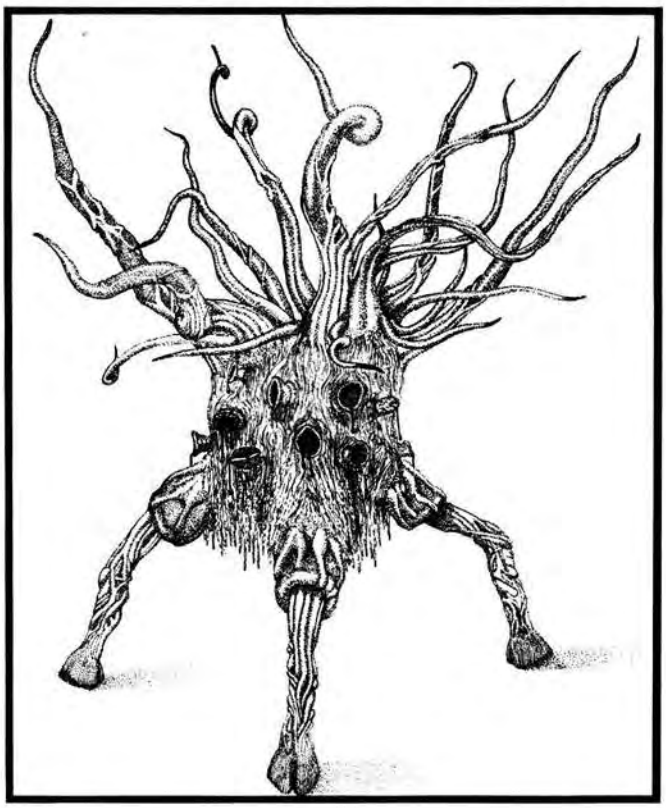
(-76-)

79. The decrepit volume seems to be a diary of sorts, written in the barely legible hand of one Anton Bloch.

YOU MAY NOW READ HANDOUT GI-23, THEN RETURN TO THIS ENTRY

As you finish your reading, you glance up to discover another tunnel striking off to your right. Will you explore it at **-61-**, or examine the edge of the pit at **-20-**?

30 MINUTES (-20- -83-) 25 RP



80. Something thick and flaccid brushes across your leg. Looking down, you see what appears to be a tree root, but it is writhing and oozing a thick green pus! Your eyes follow this hideous root into the underbrush, and are confronted by.....

SANITY

SUCCESS -47- FAILURE -25-

(-43-)

81. Do you have a crucifix? If not, return to **-93-** and make another choice. If you do, you may brandish it at **-63-**.

(-93-)

82. The only place to retreat to is the crypt. As you enter, you are attacked by another of these horrors, which leaps at you from behind the sarcophagus. The foul-smelling thing slams you against the crypt door, which slams shut with a resounding CLANG!!!

DODGE

SUCCESS ._.

FAILURE -1D6+1D6 Claw Damage

You may resolve this struggle at **-64-**.

NOTE that victory here will see you to **-15-**.

(-93-)

83. You stand at the very brink of a vast, circular pit carved into the very bedrock of the earth, an excavation of such profound depth that it is a tangible force washing over your sweat drenched skin in great abyssal waves.

As you step back from that overwhelming nothingness, you notice that a rough altar of loose stones has been erected at the very brink of the abyss, and upon this altar rests a time-worn and mouldering book.

Will you examine the tome at **-79-**, or explore the edge of the pit at **-20-**?

(-65-)

84. A grasping, putrid member just misses you, causing grave disappointment to its many ravenous mouths; but the thing comes on, an oily black horror tall as a tree! You know you must flee or suffer a nameless fate. It swipes at you again!

DEX X 3

SUCCESS -21- FAILURE -33-

(-47-)

85. Your explorations now end at **-22-**.

(-26-)

86. You burst out into the deathly silent graveyard, panting with fright. Will you keep on running to **-73M-**, or will you turn to confront your attacker out in the open at **-23-**?

(-68-)

87. Just ahead, you see that the tunnel forks to the right and left. The right hand tunnel is dark and partially collapsed, while the lefthand path seems a bit larger, and dimly lit by a strange, pale green luminescence.

Will you go right to **-58-**, or left to **-36-**?

5 MINUTES (-6- -32- -50-)

88. You are unable to find a way out of this trap, and at long last you realize that you are doomed. R.I.P.

THE END

(-11- -88-)

89. Picking yourself up, you continue on your way to **-3-**.

5 MINUTES (-69-)

90. You may examine the crypt at **-76-**, wait where you are for something to happen at **-37-**, or simply leave for **-73M-**.

(-23- -40- -45-)

91. You also realize that you were deliberately lured into this ambush. Proceed to **-77-**.

(-41-) 1 RP

92. The pungent miasma of an open grave washes over you as you move into the underbrush. You are brought up short as the foliage before you is thrust aside and you are confronted by.....

SANITY

SUCCESS -47- FAILURE -25-

(-3- -9-)

93. You burst from the crypt, panting with fright, only to stop dead in your tracks, frozen in horror.

SANITY

SUCCESS ._. FAILURE -1D6 SAN

You find yourself confronted by 1D8 humanoid creatures with hooflike feet and canine features who bear the stench of death upon them – and who stand between you and the cemetery gate!

Will you make a stand at **-19-**, retreat to **-82-**, or try something desperate at **-81-**?

(-19- -60- -68- -81-) 5 RP

94. You inch cautiously forward to get a better look into this charnel pit and its loathsome occupants, but your foot dislodges a small rock, sending it clattering down the steep slope of the cavern wall!

The meeping horrors are alerted to your presence.... They catch sight of you and give chase! In panic, you flee to **-44-**.

(-54-)

95. The dark mouth of a side tunnel opens to your right, while the main tunnel continues its meandering path ahead.

(-6-)

96. The crypt is even more elaborate than you had first suspected, its intricately carved bronze door bearing the name WATTLES. Strangely, the door of the mausoleum is slightly ajar, opening inward soundlessly with even the slightest push.

LISTEN

SUCCESS -53- FAILURE ._.

OR

SPOT HIDDEN

SUCCESS -31 - FAILURE ._.

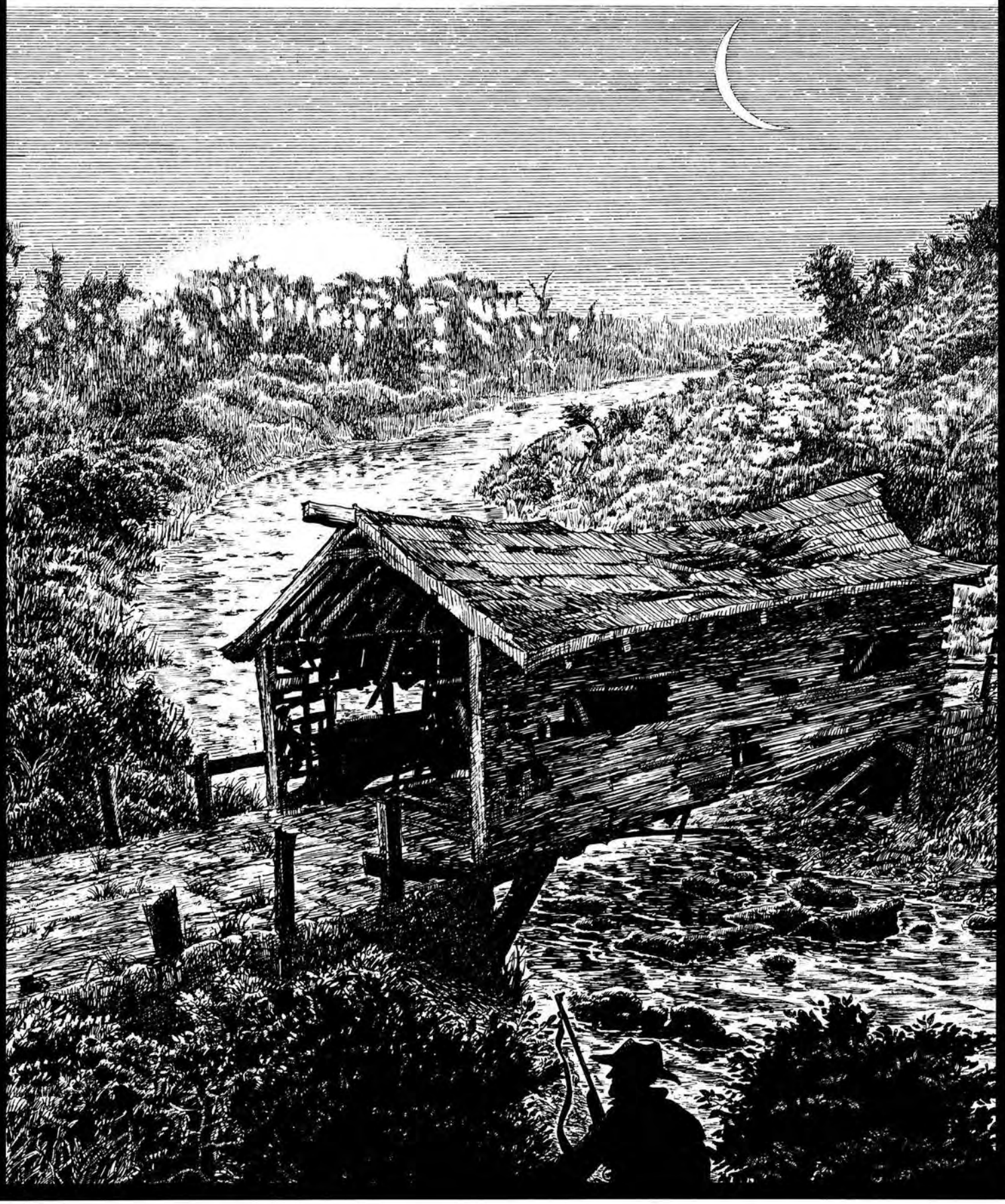
Will you enter the crypt at **-73-**, explore the oak grove at **-74-**, or wait here at **-37-** to see what develops?

15 MINUTES (-1-) 1 RP

97. You find yourself in another tomb, this one old and crumbling and open to the outside. It is quite near the main gates of the cemetery, for which you are grateful. You head back for town and **-73M-**, in search now not for knowledge, but the simple comfort of a warm bath.

15 MINUTES (-34-)

THOMPSON'S BRIDGE



1. Thompson's Bridge is a weather–worn span of log and rough–hewn timber whose days of glory have long since passed. Folk rarely visit this spot now, for the road which approaches the covered bridge has fallen into disuse. It is a good place for a quiet stroll – or a clandestine meeting.

If you have come here during the day, you will find **–56–**, while your arrival after sunset will see you at **–45–**.

(–DIRECTORY–)

2. The current is strong, and you are swiftly carried away from the bridge. Eventually, you pull yourself from the icy waters at the outskirts of Dove's Bay.

Drenched and shivering, you squelch along your way to **–73M–**, wondering who in town has decided that you know too much.

30 MINUTES (–29– –74–) 5 RP

3. With a scream of mad rage, he pulls a vicious golden ceremonial dagger and launches himself at you.

He has a 35% chance to hit, but you may attempt to Dodge. He, in turn, has a 25% chance of Dodging any of your physical attacks, and has a DEX of 14.

If you are the one who survives this encounter, you may gather your wits at **–93–**.

10 MINUTES (–73–)

4. You are engulfed by a bubble and the scene before you ripples and – changes. The place you find yourself in is unutterably alien, its landscape searing into your mind, shredding your sanity until all that is left of you is a pitiful, gibbering husk.

Though you live on through an eternity of madness, this is, as far as your investigation is concerned....

THE END

(–20–)

5. The robed figure's chanting reaches a crescendo as flickerings of strange and unnatural colors fill the clearing. Your eyes open wide in horrified astonishment as something begins to form in the air above the altar.

It is a large, translucent mass which seems to be comprised of nothing more than a huge commingling of bubbles, and possessing as much substantiality as a bubble.

"Ia! Ia!" the robed figure cries out in triumph. "Yog–Sothoth, Yog–Sothoth!"

LUCK

SUCCESS –24– FAILURE –39–

5 MINUTES (–14– –31– –84– –92–)

6. You come up with a convincing story about how lucky you are to have finally found the worship place of The Opener of the Way.

The man's features soften into a smile, but the madness never leaves his eyes. He speaks to you at **–36–**.

15 MINUTES (–62– –51–)

7. The crack of a rifle shot shatters the stillness of the night!

LUCK

SUCCESS –100– FAILURE –33–

(–82–)

8. "Interfering wretch!" the madman screams at you. "I'll kill you for this!"

The raving psychopath has 12 hit points and a DEX of 14. He has a 35% chance of slashing you with his dagger (1D6 damage), and a 25% chance of Dodging your physical attacks.

If you emerge the victor of this conflict, you may witness the result at **–50–**.

10 MINUTES (–34–)

9.

SPOT HIDDEN

SUCCESS –92– FAILURE –84–

15 MINUTES (–35–)

10. "Die, unbeliever!" the madman cries, "And may Yog–Sothoth feast upon your soul!!"

With that, he pulls out an intricately carved, gold ceremonial dagger and launches himself at you. He has a 35% chance to hit with the vicious–looking weapon, but you have the option of Dodging. He has a 25% chance of Dodging any of your physical attacks. He has 12 hit point and a DEX of 14, and since his weapon is already drawn, he will go first this round.

If you survive this encounter, gather your wits at **–93–**.

15 MINUTES (–62– –77– –28– –51–) +1%
Mythos 5RP

11.

LISTEN

SUCCESS –**59**– FAILURE –**82**–

(–45–)

12. You find yourself in a place that is quite alien, hostile – and deadly. You know that you are no longer on Earth, for the atmosphere of this place sears into your lungs, making an agonizing nightmare of your last moments of life.

THE END

(–86–)

13. It takes you 45 minutes to walk back to town at –**73M**–.

45 MINUTES (–44–)

14. You step out into a small clearing in the center of which stands a bizarre, 20 foot tall totem pole–like carving. Made of a single length of timber, it has been placed slightly off center in the clearing.

In front of this pole is a crude stone altar upon which lies the mutilated corpse of some now–unidentifiable animal. Before the altar stands a figure in black robes who is clearly the source of the chanting.

Will you confront the figure at –**62**–, or stay where you are and observe the proceedings at –**5**–?

15 MINUTES (–40–) 3 RP

15. After a restful 15 minutes, a tall, gaunt form takes shape from out of the encroaching shadows. The form is attired in a long coat more in fashion during the previous decade, and a wide–brimmed hat which conceals his face in even deeper shadow.

"You wish to know of Grimrock Isle," a thin, insubstantial whisper greets you. "Then say nothing and listen closely, for I do not have much time."

YOU MAY NOW READ HANDOUT GI 24

You may digest what you have learned here at –**63**–

15 MINUTES (–41–) 25 RP

16. The shambling horror grabs you up in its taloned forepaws and crushes you to its loose–hung body! The world around you blurs, and you find yourself suddenly at –**86**–.

(–64– –83– –34–) 5 RP

17. "I have to be going now," Gleason tells you. "Give me a 15 minute head start before following. Meet me tomorrow at McKiernan's Light–house around midnight; I may have something more for you then."

You say good night, waiting the required 15 minutes before starting back to town and –**73M**–. You are greatly disturbed by what you have learned, but you are certain that you are much closer to the solution of this case – and at least you have found an ally here in Dove's Bay.

60 MINUTES (–65–)

18. Make 6 JUMP rolls. Missing one deposits you waist–deep in mucky swamp water. Should this occur, you must roll your

LUCK

SUCCESS –.– FAILURE –87–

Having resolved these rolls, you will find yourself at –**40**–.

30 MINUTES (–44–)

19. After resting here awhile, you turn your steps back towards Dove's Bay and –**73M**– –– and what is there about the night and this place which lends a certain anxious speed to your pace?

45 MINUTES (–67–)



20. "And death to all spies!" he roars, whirling suddenly in your direction – and pointing his finger directly at you! "Did you think you were hidden from me?" he screams at you. "Fool! Now pay for your stupidity!"

As he speaks, you realize that the strange commingling has been expanding in your direction – and is now nearly upon you!

POW X 3

SUCCESS –**42**– FAILURE –**4**–

(–24–)

21. There is an ancient–looking book lying at the base of the altar, its title page bearing the inscription, "For Abner Wattles."

READ LATIN

SUCCESS –**43**– FAILURE –**89**–

5 MINUTES (–47–) 1 RP

22. Assured that your attacker has given up – for now – you set off on the long journey back to town at –**73M**–, chilled by the night air and the certain knowledge that you have made an enemy in Dove's Bay – a very deadly enemy.

60 MINUTES (–70–) 5 RP

23. You suddenly realize that you are being sucked down into the clinging mire! Pit your STR against the swamp's STR of 12 of the Resistance Table. If you succeed, you find your way to –**49**–; fail and face –**91**–.

(–26–)

24. "Hail to the Opener of the Way!" the madman in the clearing exclaims triumphantly as a portion of the spheres extends to engulf the sacrifice on the altar. "Death to all who would oppose you!"

HIDE

SUCCESS –**46**– FAILURE –**20**–

(–5–)

25. Using the night and the shadows, you are able to creep silently back to town and the dubious safety it represents. Who in Dove's Bay has come to feel that you know too much? Such chilling thoughts occupy your lonely journey to –**73M**–.

60 MINUTES (–96–)

26. You are now hip–deep in stagnant, malodorous swamp water.

LUCK

SUCCESS –**49**– FAILURE –**23**–

(–97–)

27. Your shot is true! Roll your damage. If it is more than 12 points, you must face –**50**–; if it is less, you will be dealing with –**72**–.

(–98–)

28. Your shot goes wild, and your opponent responds with –**10**–.

(–14– –51– –62–)

29. Rushing to the opposite side of the bridge, you leap the rail and plunge into the icy waters of Thompson River. Perhaps your assailant will not be expecting such a move on your part.

SWIM

SUCCESS –.–

FAILURE –1 hit point from inhaling water

Bobbing to the surface, you float downstream with the current towards town.

LUCK

SUCCESS –**2**– FAILURE –**74**–

(–55–)

30. The path is little more than a game trail, but there are clear signs of human use. After a 15 minute walk, this path opens up into a large clearing at the center of which rises a rocky hill covered with blueberry bushes.

You may pause to sample this bounty of nature at –**52**–, or return the way you came to –**75**–.

15 MINUTES (–79–)

31. Realizing that reporting this grisly discovery would only draw unwanted attention your way, you re–intern Mr. Basset and, wiping your hands of swamp filth, you return to the clearing where the ceremony still continues at –**5**–.

15 MINUTES (–57–)

32. Good Lord! The body of the madman and his deadly weapon are gone! And beside the spot where the corpse had rested are two footprints, the prints of something large, something clawed ... something unnatural!

In a panic, you search the loamy soil for more of these monstrously suggestive prints, but you find only those the madman made on his way into this place of blasphemy.

Choking back the cry of fear that wells up in your throat, you fling yourself down that trail of footprints, following a soggy but safe route which takes you out of this foul place and back to Thompson's Bridge.

As you race down the road to **–73M–** and the comparative safety of Dove's Bay, you know that nothing can ever induce you into returning to that place again!

90 MINUTES (–54– –58– –99–) 5 RP

33. You have been hit for 1D6 points of damage! If this damage is greater than your current hit points, then your adventures in Dove's Bay are at an end. If you still survive, you may deal with your assailant at **–100–**.

15 MINUTES (–7–)

34. Roll your damage and subtract 3 points from the total. If you managed to inflict 18 points of damage, you have slain the loathsome thing, and are now free to deal with **–8–**.

If the creature still lives, you may continue to fire at it, for a total of 5 more shots. But before each shot you must make a successful Dodge roll. Success frees you for another shot, while failure will confront you with **–16–**. Remember to deduct 3 points from each successful hit.

15 MINUTES (–64–) 5 RP

35. A glint of metal catches your eye, drawing you to a strange–looking amulet half buried in the loamy soil. The design resembles a pentagram of sorts, with a single eye at its center.

On the reverse is an inscription which reads: **"From D.W. to J.B. – For Safety's Sake."** The amulet, you discover to your dismay, is spattered with dark spots which can only be dried blood.

You may keep the amulet if you wish, or leave it here and continue with your explorations at **–9–**.

15 MINUTES (–61–) 1 RP

36. "We must join together, all who worship Umr at'Tawil, who is the only Opener of the Way. That other one, out there on the island, he seeks another way to open the Gate, but we who worship the one true Gate know that his path is not the right one.

He is not dead, even though he should be; the power of his purpose denies him death. As it is written: That is not dead which can eternal lie; and with strange eons even death may die!"

This last couplet is delivered in a high–pitched, fanatic scream, and on its completion he turns and flees, laughing madly, into the swamp.

By following the madman's footprints you are able to pick a safe path out of the swamp, returning to Dove's Bay and **–73M–** in a thoughtful – and decidedly frightened mood.

60 MINUTES (–6–) 10 RP

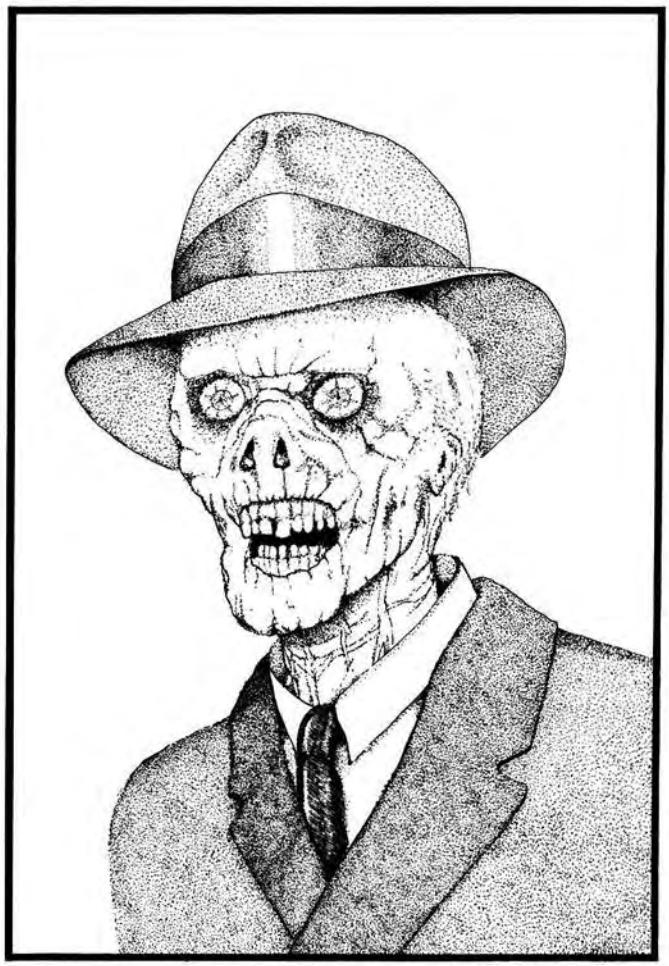
37. For the first time, your companion on this lonely bridge looks up, and moonlight reveals his face – the face of a dead man!

"I too took an interest in Grimrock Isle – and Lazarus Grim killed me for it!"

As you stumble back in horror, the specter before you begins to fade. "Remember what I have said." the spirit warns, "and beware!"

Terrified, you flee down the rough road to **–73M–**, knowing in your heart that nothing will ever tempt you back to this place again!

45 MINUTES (–63–) 5 RP



38. You are now standing alone in a dense tropical jungle. It will take you a full month to make your way to civilization, tracked by headhunters and ravaged by diseases of the jungles of Borneo.

You survive, though you will be prone to intermittent bouts of Malaria for the rest of your life. And since you will have violated your time limit, this is, as far as Dove's Bay is concerned...

THE END

(–86–)

39. Suddenly, the robed figure's triumphant laughter devolves into screams of panicked horror as the hovering mass expands, engulfing him in a translucent bubble!

Horrified, you watch as the figure is completely engulfed – and absorbed into the hovering mass!

SANITY

SUCCESS –1 SAN/ **–13–**

FAILURE –1D6 SAN/ **–13–**

(–5–)

40. You find yourself on a large hummock upon which a dense stand of willows has taken root. The sound of chanting is much clearer now, and through the trees you can see a weird, flickering green glow.

Will you head straight for that glow at **–14–**, or do a bit of exploring at **–61–**?

(–18–)

41.

LUCK

SUCCESS **–15–** FAILURE **–19–**

(–88–)

42. A bubble engulfs you and passes on, with no effect. You realize somehow that you have been very fortunate. The mass of bubbles fades away, but it leaves something behind, something which looks like...

SANITY

SUCCESS **–64–**

FAILURE –1D10 SAN/ **–64–**

(–20–)

43. The title of the book is "Libre Ivonis," or "The Book of Eibon."

NOTE: Reading this tome will take you 3 hours. Doing so will produce the information found in Handout GI 25.

Closing the book, you take your leave of this place at **–69–**.

5 MINUTES (–21–) 1 RP

44. The swamp is uninviting at the best of times, but in the darkness it appears a hostile place of bottomless bogs, gnarled willows and unpleasing odors.

Low grassy hummocks dot the surface of the swamp, and it looks possible to jump from one to another to explore the interior of the swamp.

Will you try this at **–18–**, or simply give it up here and return to town at **–13–**?

15 MINUTES (–90– –66–)

45. If you came here on a whim, you will find **–67–**. If you came here to meet someone, you may wait at **–11–**.

(–1–)

46. "Grant that Lazarus Grim dies at last, for he is a blasphemer and does not conduct his worship in the proper manner.

"The day shall come when the stars are right; R'lyeh shall rise, and great Cthulhu shall stride forth with his brethren to claim the world! And those who serve the Great Old Ones shall be rewarded!"

What happens next is to be found at **–68–**.

15 MINUTES (–24–) 10 RP

+2% Mythos

47. Ignoring the pain and laughing maniacally, the madman staggers off into the swamp, which soon absorbs the sounds of his insane mirth.

SPOT HIDDEN

SUCCESS **–21–** FAILURE **–69–**

(–95–)

48. The report of a rifle informs you that you were not quiet enough!

DODGE

SUCCESS –.–

FAILURE –1D6 from a gunshot wound

You plunge desperately into the underbrush, seeking to elude pursuit. To reach the safety of town and

73M, you must make 3 more Sneak rolls. Each time you fail you will be spotted, and the unseen rifleman will get another shot at you (25% chance to hit). You may, of course, attempt to Dodge at –10%.

30 MINUTES (–96–)

49. You manage to pull yourself out of the foul–smelling muck and onto a solid hummock. You may return to **–97–** and continue with your Jump rolls, or give up and leave the swamp at **–71–**.

10 MINUTES (–26– –23–)

50. Staggering back, your assailant topples into the malodorous waters of the swamp. Before you can reach it, the body sinks from sight and does not reappear. After a fruitless search, you take yourself to **–76–**.

15 MINUTES (–27–)

51. This fellow is quite unbalanced, and hovers at the brink of violence; you are in serious trouble here!

FAST TALK

SUCCESS **–6–** FAILURE **–10–**

OR

.45

SUCCESS **–73–** FAILURE **–28–**

(–62–)

52. Fifteen minutes of this feasting will fill you up – you may count this as a meal. Stuffed and full of well–being, you may retrace your steps back to town at **–73M–**.

60 MINUTES (–30–)

53. You quickly manufacture a convincing lie about coming to this place in search of the wisdom of the one who worships here.

"Yes, I am wise," The madman tells you. "Wise enough to know that the one who dwells on Grimrock Isle is nearly ready to bring his plans to fruition, and he has yet to pay homage to the god of Gates! His time has passed and yet he does not die. Such is the strength of his purpose... Of our purpose!!!"

Laughing maniacally, your erstwhile companion staggers off into the swamp, leaving you to deal with **–76–**.

15 MINUTES (–98–) 5 RP

54. The eerie glow which drew you here is created by a small bonfire into which the madman must have thrown a mixture of chemicals to alter the color of the flames.

Deciding it would be safest, you take a moment to extinguish the blaze, then turn to leave and...

SANITY

SUCCESS –1 SAN/ **–32–**

FAILURE –1D6 SAN/ **–32–**

5 MINUTES (–93–)

55.

IDEA AT –30%

SUCCESS **–29–** FAILURE **–78–**

15 MINUTES (–100–)

56. It is a quiet, balmy afternoon, most conducive to calm reflection. After an hour of contemplation, you may restore 1D6 of any Sanity points you may have lost in Dove's Bay.

NOTE: If you have had a bad experience on or near the bridge, you will enjoy no such gain, as memory makes you restive.

Down the road on the other side of the bridge, you can just make out a rather large tract of swampland, closely guarded by stands of tall, undulating willows. Will you explore the swamp at **–79–**, or will you return to Dove's Bay and the case at hand at **–73M–**?

60 MINUTES (–1–)

57. ...the hand of a human corpse!!

Fighting back your revulsion you excavate the body, finding it to be that of a man several weeks dead. There are several slash marks across his chest, and the front of his clothing is dark with dried blood.

His wallet contains $25 in assorted bills, and a business card which reads: "J. Bassett, Private Investigations." In another pocket is a set of keys, including one to a room at Gordon's Boarding House – ironically, it is the same room which you now occupy.

LUCK

SUCCESS **–31–** FAILURE **–98–**

30 MINUTES (–80–) 3 RP

58. The book's title and contents remain a mystery to you, but the inscription could prove to be most useful; isn't there a Wattles presently living in Dove's Bay? Deep in thought, you turn to leave this horrid place and...

SANITY

SUCCESS -1 SAN/ -32-

FAILURE -1D6 SAN/ -32-

(-81-)

59. The moonless night is quiet -- too quiet. No nightbird calls, and no cricket chirps in the willow-shrouded swamp down the road. You could investigate at **-66-**, or remain here and keep your appointment at **-82-**

15 MINUTES (-11-)

60. You have evaded the creature's grasp, and continue to do so. Thus frustrated, the shambling hulk turns upon the robed figure, gathering up the screaming madman in its powerful paws and fading from existence like a dream - or a nightmare!

Shaken and stunned, you are left to make your way to **-76-**.

10 MINUTES (64-) 5 RP

61. This hummock is not overly large, and it does not take you very long to circumnavigate it - though willow roots and the dense undergrowth conspire to hinder your progress.

SPOT HIDDEN

SUCCESS -35- FAILURE -84-

5 MINUTES (-40-)

62. You step forward until the figure becomes aware of your presence and whirls to confront you. It is a man in his 30's, wild fanaticism ablaze in his eyes.

"How dare you interrupt my worship!" he screams at you. "You will be forever cursed by The Opener of the Way!!"

FAST TALK

SUCCESS -6- FAILURE -10-

OR

PSYCHOLOGY

SUCCESS -51- FAILURE -77-

OR

.45

SUCCESS -73- FAILURE -28-

(-14-)

63. "And now you are asking yourself how I can know all these things," your companion whispers. "The answer is quite simple; you see..."

SANITY

SUCCESS -1 SAN/ -37-

FAILURE -1D6 SAN/ -37-

NOTE: If you lose 5 or more Sanity points, you will find yourself instead at **-85-**.

(-15-)

64. A thing, half ape, half insect, shambles toward you, dead eyes peering forth from a rudimentary head, forepaws extended, talons spread wide!

DODGE

SUCCESS -60- FAILURE -16-

OR

.45

SUCCESS -34- FAILURE -83-

(-42-)

65. The sound of approaching footsteps draws you from your reverie. You see a young man in his early 20's approaching the bridge from the direction of town.

"Glad you could make it," he says as you shake hands. "Didn't want to be seen speaking with you in town. Gleason Bailey's the name; I have some information that might be useful to you."

YOU MAY NOW READ HANDOUT GI-26

You may digest this information at **-17-**.

15 MINUTES (-11- -82-)

+1% Mythos 25 RP

66. As you approach the swamp, a sound at last reaches your ears; the monotone, sing-song rhythm of chanting. If you still have enough nerve to continue, push ahead at **-44-**. If not, you may return to town at **-13-**, or back to the bridge at **-82-** if you are meeting someone.

15 MINUTES (-88- -59-) 4 RP

67. It is a quiet, moonless night, whose darkness gives free rein to your imagination.

LISTEN

SUCCESS -88- FAILURE -19-

(-45-)

68. At this juncture, the strange massing of bubbles floating above the altar begins to fade, and shortly they are gone.

The robed figure extinguishes the small bonfire which illuminated the clearing, and in the ensuing darkness takes his leave of this place.

You wait 15 minutes before following his tracks along a hidden path out of the swamp, returning to the road to Dove's Bay and **–73M–**, knowing that you have been very, very lucky tonight.

60 MINUTES (–46–)

69. By following the footprints made by the madman in reaching this place, you are able to safely exit the swamp. As you shuffle tiredly back to town at **–73M–**, you find yourself glancing warily over your shoulder, fearful that you may once more encounter the madman loose in these woods...

60 MINUTES (–47– –89– –43–) 2 RP

70. Though the smell of the swamp is far from pleasant, the concealment of the weeping willows which flourish here is welcome indeed. Time slows to a crawl as you wait, breathless and frightened; 10 minutes... 20 minutes... After 30 minutes pass, you are sure that you have lost your deadly assailant.

LISTEN

SUCCESS **–90–** FAILURE **–22–**

30 MINUTES (–100–)

71. You must make as many Jump rolls on the return journey as it took you to reach this point. On each missed roll, you find yourself once more swimming in the swamp.

Drenched and smelling of muck, you slog your sodden way back to **–73M–**.

45 MINUTES (–49–)

72. "Die, unbeliever!" the madman cries, "And may Yog–Sothoth feast upon your soul!!"

With that, he pulls out an intricately carved, gold ceremonial dagger and launches himself at you. He has a 35% chance to hit with the vicious–looking weapon, but you have the option of Dodging.

He has a 25% chance of Dodging any of your physical attacks. He has 12 hit point and a DEX of 14, and since his weapon is already drawn, he will go first this round.

If you survive this encounter, gather your wits at **–76–**.

15 MINUTES (–27– –94–)

5 RP +1% Mythos

73. Your shot was true! Deduct your damage from your opponent's hit points of 12. If he is slain, you must deal with **–93–**; if not, then face **–95–**.

(–62– –51–)

74. The report of a rifle warns you that your ploy has failed, and you are now a sitting duck for your unseen assailant!

The rifleman has a 25% chance of hitting you, and will have 2 more opportunities to do so. If you are hit, you will sustain 1D6 point of damage; you may, however, try a Dodge roll at –10%.

After both shots have been fired, you will be able to float without further incident to **–2–**.

10 MINUTES (–29–)

75. It takes 45 minutes to stroll back to Dove's Bay and **–73M–**.

45 MINUTES (–30–)

76. By following the madman's tracks leading into this place, you are able to find a safe path out of the swamp, returning to Dove's Bay and **–73M–** with the sure and certain knowledge that you will never enter the swamp again!

45 MINUTES (–53– –50– –72–)

77. This man is most certainly unbalanced, and he is responding to your studied silence with **–10–**.

(–62–)

78. No new ideas occur to you, and you are forced back to **–100–** to make some other choice.

15 MINUTES (–55–)

79. It is much slower going on this side of the bridge, for the road is rough and overgrown. After a considerable walk, you find yourself at last in the whispering shade of the willows, at the very edge of the swamp.

There is what seems to be a rough path winding off to your left, but you can see that, by jumping from hummock to hummock, you could actually proceed directly into the swamp.

Will you travel the path to **–30–**, or attempt a little hummock–jumping at **–97–**?

30 MINUTES (–56–)

80. With your bare hands, you dig into the moist soil of the mound. After some considerable effort, your hand encounters something soft and cold. You pull away from the contact to discover that you have found.....

SAN

SUCCESS -1 SAN/ -**57**-

FAILURE -1D6 SAN/ -**57**-

15 MINUTES (-92-)

81. There is a small burlap sack lying at the base of the altar, and within it is a large, thick and obviously ancient book, the title page of which bears the inscription, "For Abner Wattles."

READ LATIN

SUCCESS -**99**- FAILURE -**58**-

(-93-)

82.

LUCK

(In this case your LUCK = your current Research Points)

SUCCESS -**7**- FAILURE -**65**-

(-11- -59-)

83. Your shot goes wild, and the thing is upon you at -**16**-!

(-64-)

84. Your explorations turn up nothing out of the ordinary, and you return to the clearing and its strange occupant. Whatever ceremony is being conducted there, it seems to be reaching its conclusion at -**5**-.

15 MINUTES (-9- -61-)

85. The next thing you know, you are standing in the middle of town. Your heart is racing, your lungs are heaving madly, and you are drenched in sweat. You know that you met someone at Thompson's Bridge, and you remember what he told you, but there is something else, something... Your mind shies from that memory.

Casting a wary glance over your shoulder, you slink nervously to -**73M**-.

45 MINUTES (-63-)

86.

LUCK

SUCCESS -**38**- FAILURE -**12**-

(-16-)

87. In a flash of horror, you realize that you are being sucked down into the mire! Pit your STR against the quicksand's STR of 13 on the Resistance Table. If you make it, return to -**18**- and resolve any remaining Jump rolls; if you do not, deal with -**91**-.

(-18-)

88. Why is it that no crickets chirp, and no nightbirds call in this place? Why is the only sound you hear the quiet sussurance of the willows in the nearby swamp?

Will you investigate this disturbing phenomenon at -**66**-, or remain here and simply take in the night air at -**41**-?

(-67-)

89. The title and contents of the book remain a mystery to you, but the name Wattles could prove useful; you think you remember seeing the name listed in the Dove's Bay Directory.... Mulling this over, you make your way to -**69**-.

(-21-)

90. Just as you are about to leave your hiding place and make your way back to town, you hear a strange sound emanating, oddly enough, from the depths of the swamp.

Will you investigate this droning, sing-song chant at -**44**-, or will you decide enough is enough for one night and return to town and -**73M**-?

(-70-)

91. Your struggles are in vain, and there is no one to hear your beseeching cries, which are shortly swallowed up by the clutching muck of the swamp. The willows weep at your passing.

THE END

(-23- -87-)

92. As you are about to move on, your eyes fall upon a leaf-shrouded mound whose outlines are all too suggestive of a grave. Will you examine the mound at -**80**-, or return to the clearing to observe the ceremony taking place at -**5**-?

(-9-)

93. My God, you've killed a man!!

SANITY

SUCCESS -1 SAN FAILURE -1D4 SAN

You realize, though, that you had no choice; the man was raving mad and homicidal – surely the police will understand.

SPOT HIDDEN

SUCCESS -**81**- FAILURE -**54**-

(-3- -10- -73-)

94. "Lies!!" He screams at you, responding to your feeble attempt with **-72-**.

(-98-)

95.

LUCK

SUCCESS -**47**- FAILURE -**3**-

(-73-)

96.

SNEAK

SUCCESS -**25**- FAILURE -**48**-

(-100-)

97. Make 6 successive Jump rolls. If you miss one, you will find yourself at **-26-**. Succeed and proceed to **-101-**.

(-79-)

98. "So, you have found the unbeliever," a taut, madly-intense voice hisses behind you. "But the discovery will do you no good!"

You whirl to face the robed figure, a man of some 30 years and madness ablaze in his eyes.

FAST TALK

SUCCESS -**53**- FAILURE -**72**-

OR

.45

SUCCESS -**27**- FAILURE -**94**-

(-57-)

99. The book is titled "Libre Ivonis," or "The Book of Eibon."

NOTE: Reading this tome will take you 3 hours. Doing so will produce the information found in Handout GI 25.

Stuffing the book into its bag, you turn to leave and...

SANITY

SUCCESS -1 SAN/ **-32-**

FAILURE -1D6 SAN/ **-32-**

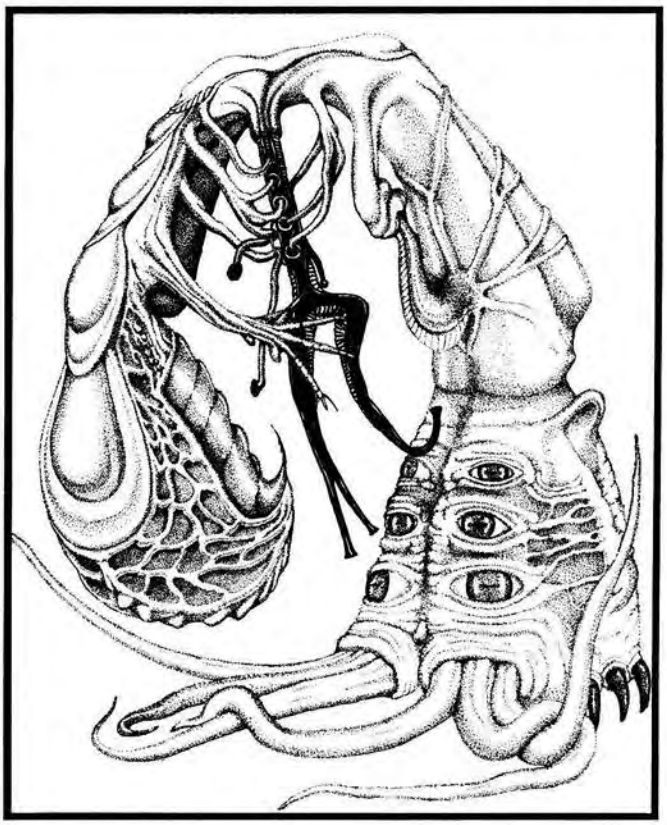
10 MINUTES (-50- -81-) 5 RP

100. You have no idea where the shot came from, and your choices are limited: You can either make a run for it back to town at **-96-**, or head for the swamp down the road at **-70-**. Or would you rather try coming up with something different at **-55-**?

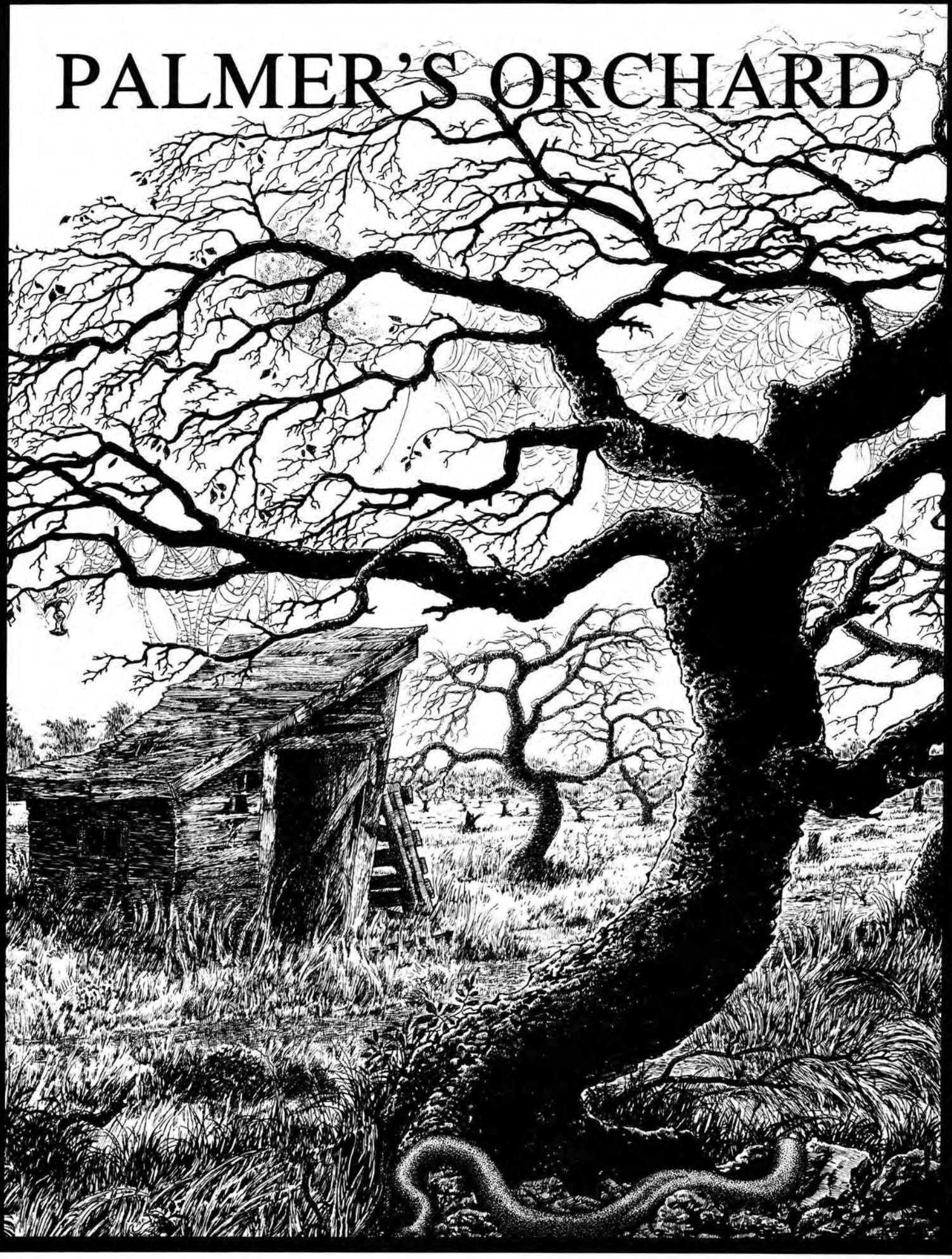
(-33- -82-)

101. This hummock is not large, but is overgrown with interlaced willow roots. This, combined with the afternoon warmth, causes you to cut your explorations short after 20 minutes. Luckily, you stumble across a rough path which takes you out of the swamp and back to the road to Dove's Bay and **-73M-**.

1 HOUR (-97-)



PALMER'S ORCHARD



1. A 45 minute walk into the gently rolling hills to the north of town brings you to the unkempt, overgrown collection of gnarled and decrepit trees which once was Palmer's Orchard.

The rutted dirt lane leading to this desolate place is considerably overgrown, and gives out entirely as it reaches the orchard itself.

The trees here are large and twisted, their uncontrolled growth bearing mute testimony to years of neglect.

If you have come here for a specific purpose, move on to **–2–**. If you are merely wandering about, then proceed to **–53–**.

45 MINUTES (DIRECTORY)

2.

SPOT HIDDEN

SUCCESS –**76**– FAILURE –**30**–

(–1– –30–)

3. You are about to step clear of the grove when you hear the strange fluttering of wings overhead. Will you make a dash for it at **–7–**, or remain where you are at **–31–**?

(–62–)

4. The huge rattler coils around you, pulling itself upwards. Slowly, deliberately, it sinks its fangs into your chest directly over your heart!

SANITY

SUCCESS –1 SAN

FAILURE –3 SAN

A deep, unnatural chill courses through your body, and a terrible ophidian voice speaks in your mind:

"Worship me, honor my kindred, destroy my enemies, and I shall protect you. Betray me, and my children shall find you wherever you may hide

"The one on the island is an enemy; destroy him. Face him down, knowing that my blessing shields you.

"Destroy the Chest of Souls, break the power of the undead one, and send him screaming into oblivion. Now go."

Your mind goes blank. When you recover, you find yourself at **–32–**.

1 HOUR (–82–)

+3% Mythos 10 RP

5.

SPOT HIDDEN

SUCCESS –**79**– FAILURE –**33**–

(–64–)

6. Screaming madly, you flee the shack and Palmer's Orchard, stopping only to roll about on the ground until you have freed yourself of the mass of spiders which engulfed you.

Revulsion adds speed to your shaky journey to **–21–**.

5 MINUTES (–34–)

7. As you step out into the open, you are bathed in a weird, ultraviolet light which renders you paralyzed and helpless.

You are taken to a hidden cavern in the hills, where your brain is removed from your body and placed in a strange metal canister, where you are left to gibber madly throughout eternity.

THE END

(–3– –35– –62– –81–)

8. The statue is finely carved, showing great attention to detail. So realistic is this work that you cannot shake the impression that this is a living thing before you.

The base of the statue is a smooth surface, and on its top is an inscription in English which reads, "Yig, Father of Serpents."

As you read this inscription, you are startled by a ponderous hissing which fills the chamber – the sound of a monstrously large serpent whose sleep has been disturbed.

Will you examine the book at **–82–**, or leave this place for the tunnel at **–78–**?

10 MINUTES (–36–) 5 RP

9. You feel somewhat nauseous and dizzy; some of those spiders must have been venomous.

You are still able to function, but for the next 8 hours all your skills are reduced by 10%, and you lose 1 hit point from the multiple wounds inflicted by the enraged spiders.

Will you return to the orchard at **–60–** and continue your explorations, or will you seek the solace and comfort of Dove's Bay at **–21–**?

10 MINUTES (–37–)

10. You feel uncomfortably like a fly trapped within a spider's web; the silken spider–stuff covers every surface of the empty shack, even the rotten wooden floor which sags beneath your weight.

LUCK

SUCCESS –**80**– FAILURE –**84**–

5 MINUTES (–38– –69–)

11. Something is wrong; you know somehow that the creatures have become aware of your presence! Suddenly, a bolt of crackling blue energy erupts from one of the devices in the center creature's claw, streaking directly for your hiding place!

DODGE

SUCCESS –**66**– FAILURE –**85**–

(–15–)

12.

CLIMB

SUCCESS –**86**– FAILURE –**16**–

5 MINUTES (–16– –59–)

13. To your horror, you see the scuttling arachnid mass alter its course – swarming directly at you!

DODGE

SUCCESS –**87**– FAILURE –**68**–

(–41–)

14. Suddenly, the ground before you is a teeming mass of swarming spiders fleeing the consuming flames – and you are directly in their path!

Crying out in horror, you are overtaken at –**68**–.

(–17–)

15. The creatures seem to be burying something in the center of the clearing, employing strangely wrought tools which no human being could manipulate.

HIDE

SUCCESS –**70**– FAILURE –**11**–

5 MINUTES (–43–)

16. You hands suddenly slip on the slick surface, and you find yourself plunging out of control down this narrow chute!

After what seems an eternity, you see a dim, phosphorescent light ahead, and even as you notice it, you erupt from the tunnel to be flung out into empty space!

LUCK –10%

SUCCESS –**40**– FAILURE –**71**–

5 MINUTES (–12– –44–)

17. The silken barrier ignites in a flash – and spreads rapidly through the interior of the shed, setting the dry wood ablaze like so much tinder! In but a few seconds, the entire shed is engulfed by the conflagration.

LISTEN

SUCCESS –**72**– FAILURE –**14**–

(–45– –61–)

18. Have you visited the apple grove? If so, proceed to –**95**–. If not, continue on to –**88**–.

5 MINUTES (–46–)

19. You suddenly find yourself at the edge of Palmer's Orchard, out of breath and whimpering like a child. Almost of their own volition, your legs carry you to –**21**–, away from the terror lurking in the depths of the orchard.

Tonight, your dreams will be visited by walking dead men, missing the tops of their skulls and the brains they should have encased – and you are one of them!

15 MINUTES(–39– –47– –89–) 3 RP

20.

3 CLIMB ROLLS

SUCCESS –**90**– FAILURE –**97**–

15 MINUTES(–48– –50– –86– –97)

21. It takes you 45 minutes to make your way back into Dove's Bay and –**73M**–.

45 MINUTES (–9– –49– –72– –87–)

22. You spot some loose rocks ahead of you that cover a 3 foot wide shaft or well. Had you stepped on them you would have fallen to the unseen bottom of the well. Other than this, you find nothing of interest on the hilltop. Cautiously, you pick your way back down the hill and move on to –**55**–.

15 MINUTES (–52–)

23. Drat! The snap of a twig under your foot alerts the occupants of the clearing to your presence.

That strange buzzing you heard before increases, and from the clearing you catch glimpses of strange flashing colors.

The figures seem to leap into the air, accompanied by a fluttering sound of – wings?

In the blink of an eye, the clearing is vacant and silent.

Will you step out into the clearing at **–47–**, or will you leave the grove for **–55–**?

5 MINUTES (–51–)

24. Moving about on the hilltop, your foot dislodges a large rock – which gives way beneath you, causing you to slide down through the mouth of a narrow pit which opens up beneath you!

Your fall comes to an abrupt end on an unyielding, rocky surface, which causes you 2 points of falling damage. Looking up, you see that you are at the base of a 3 foot wide shaft rising some 30 feet above you.

As you study your predicament, you become aware of a multitude of hissings and whispered slitherings emanating from the rocks around you. With a cold chill, you realize you are buried within a mound that is alive with snakes!

SPOT HIDDEN

SUCCESS **–48–** FAILURE **–73–**

5 MINUTES (–52–)

25. Not much to listen to, either. You can hear the calls of wild birds off in the distance, but here in the orchard – nothing. You find that a bit strange.

SPOT HIDDEN

SUCCESS **–49–** FAILURE **–98–**

5 MINUTES (–53–)

26. After 2 hours, you are about to give up, when your shovel strikes something hard and metallic. Working furiously, you excavate a large metal box, smashing open the lock to reveal $10,000 in gold coins!

Flushed with success, you spend the next 4 hours transferring your newfound wealth to your car. This task done, you may return to **–73M–** to celebrate.

6 HOURS (–76–)

27. After fighting the thick underbrush, you emerge into a small clearing in the center of the grove. The clearing appears empty and possessed of little of interest.

Will you give up and leave the grove for **–55–**, or poke around the clearing at **–99–**?

5 MINUTES (–28–)

28. The grove is dense and overgrown; thick, gnarled roots hinder your progress into its sylvan depths. It is obvious this orchard has not seen productive use for many years.

If you are here during the daylight hours, proceed now to **–27–**. If you have come here at night, explore **–100–**.

5 MINUTES (–33– –55– –90– –98–)

29. This rocky outcropping is more of a mound rather than a hill, composed mostly of large stones and rocks presumably piled here when the land was cleared for the orchard.

Will you climb the mound for a better look around the orchard at **–101–**, or will you scout around its base at **–42–**?

5 MINUTES (–33– –60– –98–)

30. A half hour's searching turns up no sign of a tree "bearing the mark of lightning." Will you give up and explore the orchard at **–98–** or return to **–2–** and search a bit longer?

30 MINUTES (–2–)

31. You know something is out there waiting for you, and you decide your best bet (it) to wait (is) out. Dawn arrives at 6AM, and that is how long you must hide here, when the first rays of natural light drives off the horrors of the night.

Hungry and tired, you trudge down the rutted, overgrown road to **–21–**.

Now to 6AM (–3–)

32. You are standing in Palmer's Orchard, at the base of the rocky mound. The snakes which dwell there hold no terror for you now, and you somehow know their venom will never harm you.

Your hand strays absently to the amulet at your neck, a coiled rattlesnake with a white crescent on its forehead. Though it is cold to the touch, you nonetheless take comfort from its presence as you make your way out of the orchard for **–21–**.

5 MINUTES (–4–)

33. There is nothing here but hot ashes and fried spiders. You can check out the wild apple grove at **–28–**, the rocky hill at **–29–**, or leave the orchard for **–21–**.

15 MINUTES (–5–)

34. You stagger back towards the exit, furiously swiping at the crawling arachnids, but the floor gives way again and you topple over backwards, smashing through the rotted wood – and into the nest of spiders below!

SANITY

SUCCESS –1 SAN/–**6**–

FAILURE – 1D4 SAN/–**6**–

NOTE: If you lose 5 or more Sanity points. you will be afflicted by Arachniphobia.

5 MINUTES (–84–)

35.

LISTEN

SUCCESS –**81**– FAILURE –**7**–

(–66–)

36. As you approach the statue, you see that it holds an ancient tome bound in snakeskin in its scaly hands.

Will you examine the book at **–82–**, or the statue at **–8–**?

5 MINUTES (–67–) 1 RP

37.

CON X 3

SUCCESS –**9**– FAILURE –**83**–

(–68–)

38. Before you enter the shack, you poke your head in and take a good look around – and discover that the entire interior of the shack is blanketed in silken webbing infested with hundreds of large, bloated spiders!

Will you enter the shed anyway at **–10–**, or will you return to **–98–** and explore elsewhere?

5 MINUTES (–69–)

39. The digging is slow, the ground unaccountably hard–packed, as though nothing had dug here for many months.

At last you encounter something soft and yielding and fleshy... you have discovered a body! Cleaning the dirt away from the face of the corpse, you look down and see...

SANITY

SUCCESS –1 SAN/–**96**–

FAILURE –1D6 SAN/–**96**–

NOTE: If you lose 5 or more SAN points, you will find yourself instead at **–19–**.

(–70–)

40. Your desperately flailing hands encounter the root of a tree and grab onto it, bringing your fall to an abrupt halt.

By climbing up the root, you are able to pull yourself onto a narrow ledge at the mouth of the tunnel from which you just emerged at **–59–**.

10 MINUTES (–16–)

41.

LUCK

SUCCESS –**64**– FAILURE –**13**–

(–72–)

42. There is nothing to be found here. Having established this, you begin climbing the hill at **–101–**.

30 MINUTES (–29–)

43. Three 5 foot tall pinkish crustacean–like things with membranous wings and multiple articulate arms occupy the center of the clearing, intent on some purpose your spinning mind cannot speculate upon. They do not seem to be aware of your presence, and for that you breathe a quiet sigh of relief.

Will you slip quietly away to **–55–**, or do you have the courage to remain and observe these alien things at **–15–**?

5 MINUTES (–89–)

+1% Mythos 5 RP

44. The tunnel is dank, cramped, and uneven, making your progress a painfully slow affair. After only a short distance, the claustrophobic crawlway takes a downward slant, the slope increasing steadily until it becomes so steep that you realize it would be impossible to back up the way you came.

As the slope continues to increase, the floor grows slick with mud and slime created by seepage from past rains. The tunnel begins to gently curve, spiralling you ever downward.

CLIMB -10%

SUCCESS -**59**- FAILURE -**16**-

15 MINUTES (-48- -97-)

45. Just as you are about to step through the gaping doorway of the sagging shack, you notice that the shadowed opening is completely choked with an intricate cross-hatching of spiderwebs.

If you have matches, you can make a torch and burn the silken barrier away at -**17**-, or you can simply brush the flimsy filaments aside at -**69**-; even simpler still would be to forget entering the shed, returning to -**98**- and exploring elsewhere.

5 MINUTES (-91-)

46.

LISTEN

SUCCESS -**18**- FAILURE -**52**-

(-75-)

47. The clearing reveals no sign of its former occupants, and does not seem to have been disturbed for years – except for the corpse lying in the center of the clearing.

Chilled by the presence of death, you move cautiously forward. It is a man in his late thirties, but the cause of his demise remains a mystery until you are standing directly over him.

SANITY

SUCCESS -1 SAN/-**96**-

FAILURE -1D6 SAN/-**96**-

NOTE: If your Sanity loss is 5 points or more, you will find yourself instead at -**19**-.

(-23-)

48. In the gloom, you can just make out the mouth of a tunnel in the wall of the shaft. It is quite low, and you would have to crawl on your hands and knees to traverse it.

Will you try the tunnel at -**44**-, or attempt to climb out of the shaft at -**20**-?

5 MINUTES (-24- -50-)

49. There seems to be a great deal of insect life here; spiderwebs decorate all of the gnarled, old apple trees, and many of the webs are extensive as they are intricate.

Also, in the tall grass which proliferates between the rows of trees, you detect the occasional slithering progress of a snake going about its serpentine business.

You may explore the orchard at -**98**-, or call it a day and start back to Dove's Bay at -**21**-.

5 MINUTES (-25- -60-)

50. You have fallen! Which roll you failed will determine your damage in the following manner:

First Roll - No Loss

Second Roll - 1 Point

Third Roll - 2 Points

SPOT HIDDEN

SUCCESS -**48**- FAILURE -**20**-

10 MINUTES (-73-)

51. You spot what must be a small clearing in the grove just ahead – and there appears to be something moving about there. You hear a strange buzzing sound. Cautiously, you creep forward for a better look.

SNEAK

SUCCESS -**89**- FAILURE -**23**-

5 MINUTES (-74-)

52.

SPOT HIDDEN

SUCCESS -**22**- FAILURE -**24**-

(-46- -75- -88- -95-)

53. Well, there's not much to see here.

LISTEN

SUCCESS -**25**- FAILURE -**98**-

(-1-)

54. There is definitely nothing to be found here. Disappointed, you make your way back to -**55**-.

(-99-)

55. If you have not already done so, you can investigate the old shed at **–91–**, or the grove at **–28–**, or you can leave the orchard at **–21–**.

(–22– –23– –27– –43–

–54– –70– –92– –93– –96–)

56. You are just about to start your climb when you see that the entire hill is crawling with snakes of all varieties – and some of them poisonous!

Still, after a quick study you are able to pick out a route to the top of the hill which avoids those venomous serpents. Cautiously, you begin your slow climb over the unsteady rocks which shift unpredictably beneath your feet.

CLIMB

SUCCESS ._.

FAILURE –1 point from bruising

After 20 minutes of scrambling and several close encounters with the serpent kingdom, you manage to reach the top of the hill at **–75–**.

20 MINUTES (–101–)

57. After 2 hours of digging, you admit defeat. Either someone beat you to the treasure years ago, or it never really existed.

Although you are discouraged, you may consider exploring the orchard at **–98–** or, being too frustrated, depart the orchard for **–21–**.

2 HOURS (–76–)

58. Suddenly, you burst into a small clearing in the center of the grove, staggering to a shocked halt as you see...

SANITY

SUCCESS –1 SAN FAILURE –1D6

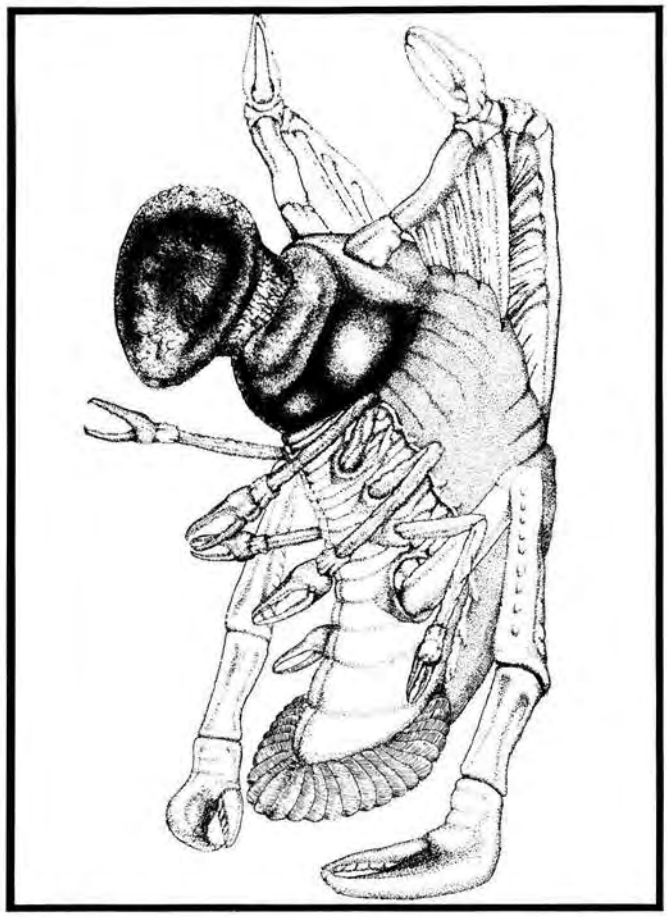
...three 5 foot tall crustacean things with membranous wings and knobby heads which fluctuate through weird spectrums of colors! And they have seen you! One of the multicolored things raises an alien instrument in one of its many appendages; a bolt of brilliant blue energy streaks from the device straight at you!

DODGE

SUCCESS **–66–** FAILURE **–85–**

NOTE: If your SAN loss was 5 point or more, add an additional 10 points to your total for this Dodge roll.

(–74–) +1% Mythos 3 RP



59. You see that you have entered some kind of large well, which the mound of rocks above you was obviously meant to block – or conceal. The well dives deep into the flesh of the earth, and you can see no bottom to it.

You can, however, see a narrow ledge spiralling down around the sides of the well, and this looks passable if caution is exercised.

Will you descend along the ledge to **–67–**, or will you attempt to crawl back up the tunnel to **–12–**.

5 MINUTES (–40– –44–)

60. There is the wild apple grove at **–49–**, or the rocky hill at **–29–**. Or you can leave the orchard at **–21–**.

(–9– –64– –72– –79– –80–)

61. As you pass through the dark doorway, you are engulfed in a web of spider silk!

SANITY

SUCCESS ._.

FAILURE –1 SAN

Backing away from the disgusting barrier, you

consider your options. You could try burning the web at –17–, or simply brush the repulsive stuff aside at –69–.

5 MINUTES (–91–)

62. *LISTEN*

SUCCESS –3– FAILURE –7–

(–66– –81–)

63. The snake plunges its fangs into your throat. Poison courses through your system. You are consigned to the darkest abyss of oblivion.

THE END

(–82–)

64. The wood of the shed is quite dry and burns away quickly; soon there is nothing left of it but ashes.

Will you poke through those ashes at –5–, or explore elsewhere at –60–?

15 MINUTES (–41–)

65. Brushing off the multilegged creatures as you stagger back, you exit the shack and determine to continue your explorations elsewhere at –98–.

5 MINUTES (–84–)

66. You barely scramble clear of the deadly bolt, which strikes a nearby tree, setting it instantly ablaze. When you are able to look back into the clearing, you see that it is empty.

Will you investigate the clearing at –35–, or leave the grove at –62–?

5 MINUTES (–11– –58–)

67. It is a long and harrowing descent that takes you a quarter of a mile into the belly of the earth.

The ledge ends at the rocky floor of a circular chamber some 50 feet in diameter, eerily illuminated by phosphorescent moss and lichens.

Opposite you in the gloom rears a 20 foot tall statue of a muscular man with scaly skin – and the head of a serpent! To your left, the mouth of a 10 foot tall tunnel presents the possibility of a route to the surface.

Will you accept the tunnel's invitation at –78–, or will you investigate the statue at –36–?

30 MINUTES (–59–) 1 RP

68. You try desperately to fling yourself clear of the onrushing mass, but to no avail; the multilegged wave overtakes you, swarming over you and engulfing you completely, biting and stinging in angry wrath!

SANITY

SUCCESS –1 SAN FAILURE –1D4 SAN

NOTE: If your SAN loss is 5 or more points, you are afflicted with Arachniphobia, a morbid fear of spiders.

You plunge blindly from the orchard, throwing yourself to the ground and thrashing about to dislodge the eight–legged horrors. At last, heart thumping madly and covered with the pulp of squashed spiders, you stagger off to –37–.

10 MINUTES (–13– –14–)

69. The sticky webbing clings to your arms, making an unattractive mess of your clothing. Something drops onto your hand; you look down and see a spider, half the size of your fist, perched there on the bare flesh of your hand!

Disgustedly, you shake it off.

SPOT HIDDEN

SUCCESS –38– FAILURE –10–

5 MINUTES (–45– –61–)

70. The alien things excavate a hole, dump something into it, and fill it in again. When they are done, they spread their wings and take flight, heading east towards the hills. In a moment, the clearing is deserted.

Will you too leave the clearing for –55–, or will you attempt to discover what the creatures buried at –39–?

5 MINUTES (–15–)

71. You plunge screaming to your doom, your life ending with a sickening crunch.

THE END

(–16–)

72. You hear a curious scuttling sound over the crackle of the flames. Instantly wary, you step slowly back from the blazing shed, and thus are safely clear of the onrushing horde of fist–sized spiders that pours forth from the doorway in a solid mass that blankets the ground!

Will you remain until the fire has burned itself out at –41–, explore the rest of the orchard at –60–, or forget the whole thing and take off for town at –21–?

5 MINUTES (–17–)

73. You will have to climb out of this shaft

3 CLIMB ROLLS

SUCCESS –**90**– FAILURE –**50**–

(–24–)

74. Pressing on into the overgrown grove, you find your progress even more hindered, as if the dense underbrush were attempting to turn you back from whatever awaits ahead.

SPOT HIDDEN

SUCCESS –**51**– FAILURE –**58**–

5 MINUTES (–88– –93– –100–)

75. So here you are, and there is the orchard spread out around you in all its overgrown glory. It is a depressing sight, and not worth the climb up here.

If you came to the orchard during the day, see what is to be seen at –**52**–. If you came at night, take a look at –**46**–.

5 MINUTES (–56–)

76. After half an hour's futile searching, your eyes settle on a particularly gnarled tree, warped and split by time and weathering; and one such split curiously resembles the jagged track of a lightning bolt!

1/2 LUCK

SUCCESS –**26**– FAILURE –**57**–

30 MINUTES (–2–)

77. Rushing back to town, you storm into the Sheriff's office and blurt out your story. It is clear that the Sheriff does not believe you, but he is never the less obligated to investigate.

Returning to Palmer's Orchard, you lead the Sheriff and a deputy through the grove and into the clearing, where you are able to show them – nothing.

No body, no tracks, not one shred of evidence to support your story. The Sheriff is not amused – and that isn't good for you. You are locked up for the night, and in the morning a deputy escorts you out of town with a warning never to come back.

You drive away from Dove's Bay frustrated and depressed, knowing that, for you, the case of Grimrock Isle has reached...

THE END

(–96–)

78. This tunnel twists and turns until you lose all sense of direction, but after an hour's walk you feel the cool breath of fresh air on your face.

Soon after, you emerge from the earth through a brush–choked fissure in the side of a hill overlooking Dove's Bay.

A 15 minute walk will see you to –**73M**–.

1 HOUR, 15 MINUTES (–8– –67–)

79. You find an old tobacco tin, label charred and blackened, which must have fallen between the floorboards of the shed. Realizing there is something inside the tin, you open it and pull out an age–worn slip of paper which bears a hastily scribbled note:

"They chased me here from the hills. Not much time left. Can hear them buzzing outside. If you have come here at night, get out! Get out before They take notice of you!

Jasper Sharples

Will you heed this advice and leave the orchard at –**21**–, or continue your explorations at –**60**–?

15 MINUTES (–5–) 2 RP

80. You discover a loose floorboard beneath the webbing. Removing it, you find an old tobacco tin which, when the lid is removed, reveals the note inside:

"They chased me here from the hills. Not much time left. Can hear them buzzing outside. If you have come here at night, get out! Get out before They take notice of you!

Jasper Sharples

Will you heed this advice and leave the orchard at –**21**–, or continue your explorations at –**60**–?

15 MINUTES (–10–) 2 RP

81. Just as you are about to enter the clearing, you become aware of a strange fluttering sound in the sky overhead. Will you still enter the clearing at –**7**–, or leave the grove at –**62**–?

5 MINUTES (–35–)

82. As you leaf through this obviously ancient volume, the pages seem to flutter of their own accord, opening to a page bearing a single inscription written in red:

"Whomsoever reads these secret lines shall bind himself to the Father of Serpents, or be consigned to the darkest abyss of oblivion. Choose now, and for all time."

A heavy, hissing sound draws your eyes from the

book – to be frozen in horror at the sight of a huge rattlesnake squeezing itself out of the statue's gaping mouth!

SANITY

SUCCESS –1 SAN FAILURE –1D4 SAN

You want to flee, but you cannot move! The snake is very close, a white, crescent–shaped mark livid on its forehead.

Will you accept the Father of Serpents at **–4–**, or deny him at **–63–**?

5 MINUTES (–8– –36–)



83. Waves of nausea strike you like a hammer blow, adding to the discomfort of intermittent bouts of dizziness. Vaguely, you realize that the spiders which bit you must have been venomous.

You have lost 2 hit points from the multiple bite wounds, and upon your return to town you will be completely incapacitated for the next 1D8 hours.

Stopping on more than one occasion to spew up the contents of your stomach, you stagger off to **–21–**, determining never to return to Palmer's Orchard again.

10 MINUTES (–37–)

84. The floor gives way beneath your right foot, and your leg sinks through up to your knee. Pulling it free from the ragged hole, you gasp in disgusted horror to find over a dozen large, fat spiders clinging to your leg!

DODGE

SUCCESS **–65–** FAILURE **–34–**

5 MINUTES (–10–)

85. You are unable to get clear of the energy bolt, which burns through your neural pathways and leaves your body a charred and blackened mass of smoking meat. Whatever these creatures are doing here, they are now free to continue with it.

THE END

(–11– –58–)

86. You have made it back to the vertical shaft, out of which you must now attempt to climb at **–20–**.

10 MINUTES (–12–)

87. You manage to dance clear of the on:ush–ing swarm – but again, the mass of spiders turns in your direction with purposeful determination!

SANITY

SUCCESS ._. FAILURE –1 SAN

You realize something unnatural is happening here, and you flee Palmer's Orchard, leaving it to its multilegged inhabitants – and whatever else might lurk there.

On your way back to town at **–21–**, you pledge to yourself never to return to palmer's Orchard again; you have enough to deal with in Dove's Bay without seeking out new horrors in these dark corners.

5 MINUTES (–13–)

88. You hear a peculiar buzzing sound emanat–ing from the overgrown apple grove. Would you investigate at **–74–**, or ignore it and continue on to **–52–**?

10 MINUTES (–18–)

89. Locating a good vantage point, you peer out into the clearing and...

SANITY

SUCCESS ._. / **-43-**

FAILURE -1D6 SAN/**-43-**

NOTE: If your Sanity loss is 5 points or more, you will find yourself at **-19-**.

5 MINUTES (-51-)

90. You have made it to the top of the shaft! Pulling yourself out of the pit, you scramble cautiously down the snake-infested hill.

Once at the bottom, you can explore the grove of wild apple trees at **-28-**, or that old shed over at **-91-**, if it is still standing. Or, you can call it a day and take off for **-21-**.

10 MINUTES (-20- -73-)

91. *SPOT HIDDEN*

SUCCESS **-45-** FAILURE **-61-**

(-55- -90- -98-)

92. There doesn't seem to be anything of importance here, but you never know...

Will you leave the grove for **-55-**, or try another look around at **-99-**?

15 MINUTES (-99-)

93. You hear a strange buzzing sound which seems to be coming from the center of the grove. Will you investigate at **-74-**, or leave that mystery unsolved, exiting the grove for **-55-**?

5 MINUTES (-100-)

94. Ouch! Something bit you! Looking down, you see a large but harmless snake slithering into a crevice in the rocks. You must have stepped on it, and it retaliated.

However, as you look around you now, you see that the entire mound is crawling with snakes of all sizes and varieties, some of them being quite poisonous - and you are standing squarely in the middle of them!

You must make 1D6+3 LUCK rolls at -20% to pick a safe path to the base of the hill. For each missed roll, you are bitten for 1 point of damage.

Whenever you are bitten, make a CON X 5 roll. For each missed roll, you will be incapacitated for 1D4 hours upon your return to Dove's Bay.

Having reached the base of the hill, you decide Palmer's Orchard isn't worth the effort, and without a backward glance, you set off for **-21-**.

20 MINUTES (-101-)

95. It is a quiet night, not a sound to be heard. Well, back to work and **-52-**.

(-18-)

96. The top of the poor devil's skull is missing, and his brain has been removed! Now, this close, you can see the expression of unutterable horror etched into the poor wretch's features.

Staggering back from the corpse, you lean against a nearby tree and are violently ill. As you recover, you must decide if you should inform the Sheriff of your discovery at **-77-**, or say nothing and leave the grove for **-55-**.

15 MINUTES (-39- -47-)

97. You've fallen! Which roll you missed will determine the amount of damage you sustain in the following manner:

First Roll - No Damage

Second Roll - 1 Point

Third Roll - 2 Points

You may return to **-20-** and try again, or you can check out that tunnel you just noticed at **-44-**.

5 MINUTES (-20-)

98. From where you stand, you can see an old shed there at **-91-**, a dense grove of wild apple trees at **-28-**, and a low, rocky hill near the center of the orchard at **-29-**.

(-25- -30- -38- -45- -49- -53- -57- -65-)

99. *SPOT HIDDEN*

SUCCESS **-54-** FAILURE **-92-**

(-27- -92-)

100. *LISTEN*

SUCCESS **-93-** FAILURE **-74-**

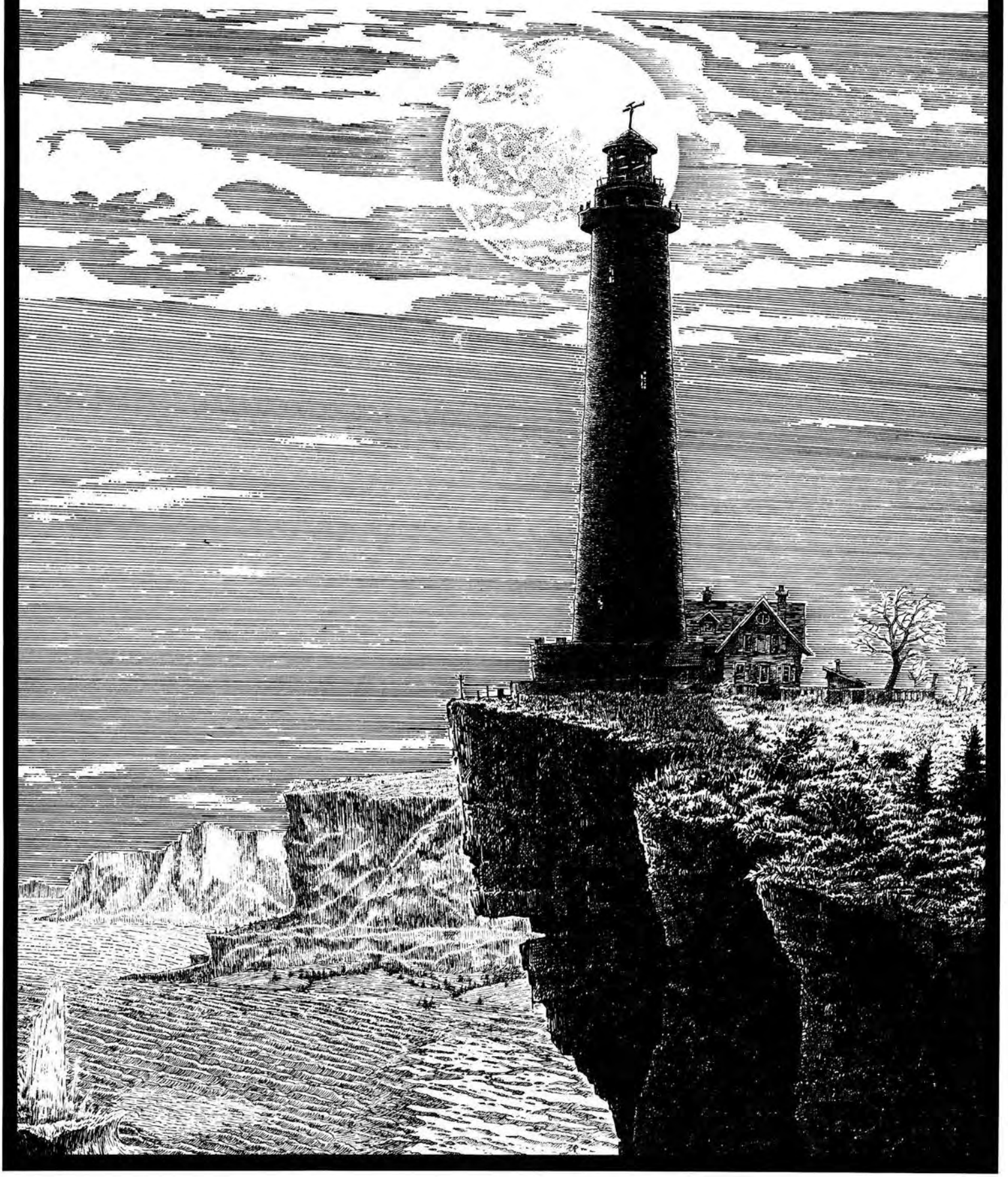
(-28-)

101. *SPOT HIDDEN*

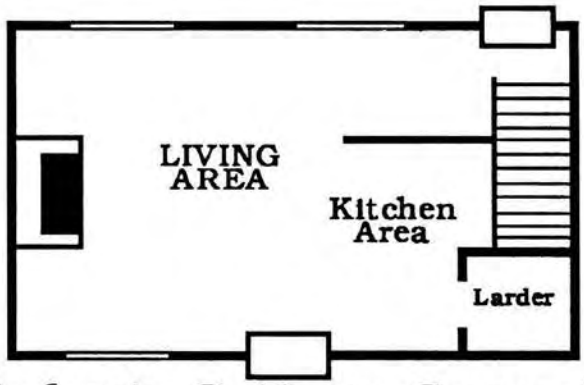
SUCCESS **-56-** FAILURE **-94-**

(-29- -42-)

McKIERNAN'S LIGHTHOUSE

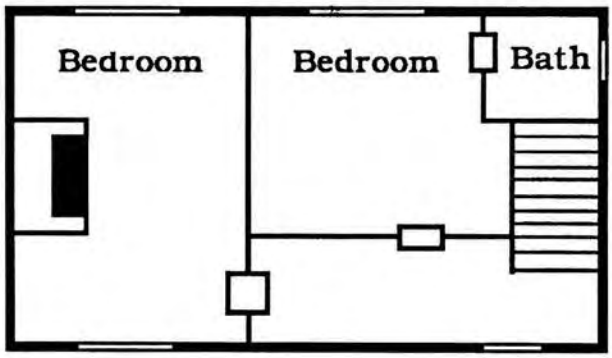


McKeirnan's Lighthouse

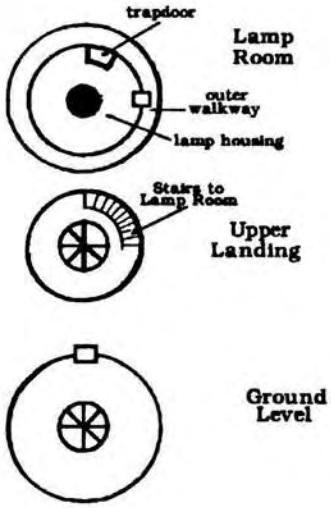


Caretaker's Cottage Ground Floor

Caretaker's Cottage Upper Floor



Lighthouse Tower



1. McKeirnan's Lighthouse was once a vitally important warning beacon for the wind driven ships which once plied these waters; but now those ships are gone, and the lighthouse sits forgotten and forlorn atop the high cliffs overlooking the Bay.

At one time, all the windows of both the tower and the attached cottage were securely boarded over, but rot and vandalism have taken their toll, leaving gaping wounds of blackness framed by jagged edges of broken glass.

A dark and time–worn silhouette greets you as you walk up the rutted, near non–existent Old Coast Road towards the lighthouse; not a very cheering view, to say the least.

If you have come out here during the day, you may poke around at **–38–**. If you have come here at night, you will find **–65–**.

45 MINUTES (DIRECTORY)

2. To explore this cave, go now to the Hutchin's Cave Solo and begin at entry **–16–** (day) or **–5–** (night).

(–82–)

3. "We must confront this Lazarus Grim and defeat him, deliver such a blow to his plan that his unnatural concentration will be broken and he will be sent at last into the realm of the dead."

LUCK

SUCCESS **–55–** FAILURE **–28–**

5 MINUTES (–10–) 10 RP

4. With a bone–jarring shudder, a portion of the lighthouse tower disintegrates, showering you with debris. You sustain 1D4 points of damage as you stagger back from the suddenly dangerous structure.

Will you continue to move away to **–31–**, or will you take a quick look around at **–50–** in an attempt to determine the cause of this phenomenon?

(–27–)

5. These boot tracks follow the game trail for quite some distance before veering off towards the cliffs, where the prints become hard to track on the rocky ground.

TRACK

SUCCESS **–48–** FAILURE **–49–**

(–80–)

6. An old, rusted oil lamp illuminates a deserted lamp room. Perhaps Gleason is poking around in the cottage while he waits for your arrival.

Will you go to the cottage at **–62–** and look for him, or remain here and wait at **–35–**?

5 MINUTES (–20–)

7. Well, you now have had an interesting diversion, but it is time to move on, either to the tower at **–61–**, or back into Dove's Bay at **–73M–**.

(–40–)

8.

.45

SUCCESS **–37–** FAILURE **–64–**

(–68–)

9. *My Friend,*

I received your message that you could not keep our appointment tonight. Unfortunately, other matters require my presence elsewhere, so we cannot meet again in Dove's Bay. I have every faith in your ability to solve this mystery, and wish you good luck.

Gleason Bailey

A chill runs down your spine as you realize you were lured into a trap. You determine to be more cautious from now on.

You may return to the lighthouse at **–14–**, or continue your work in town at **–73M–**.

15 MINUTES (–31– –73– –69–)

10. "This may be hard for you to accept, but Lazarus Grim is a Revenant, a form of undead that clings to an unnatural life because of a need to finish some task that he has yet to complete. I suspect that task could spell disaster for us all. We have got to do something to stop him. I don't know exactly what, but I do know that our answers will be found on that island."

LUCK

SUCCESS **–3–** FAILURE **–28–**

5 MINUTES (–32–) 10 RP

11. You can attempt to wade across at **–85–**, or make the 60 minute return journey to **–38–**, and try something else.

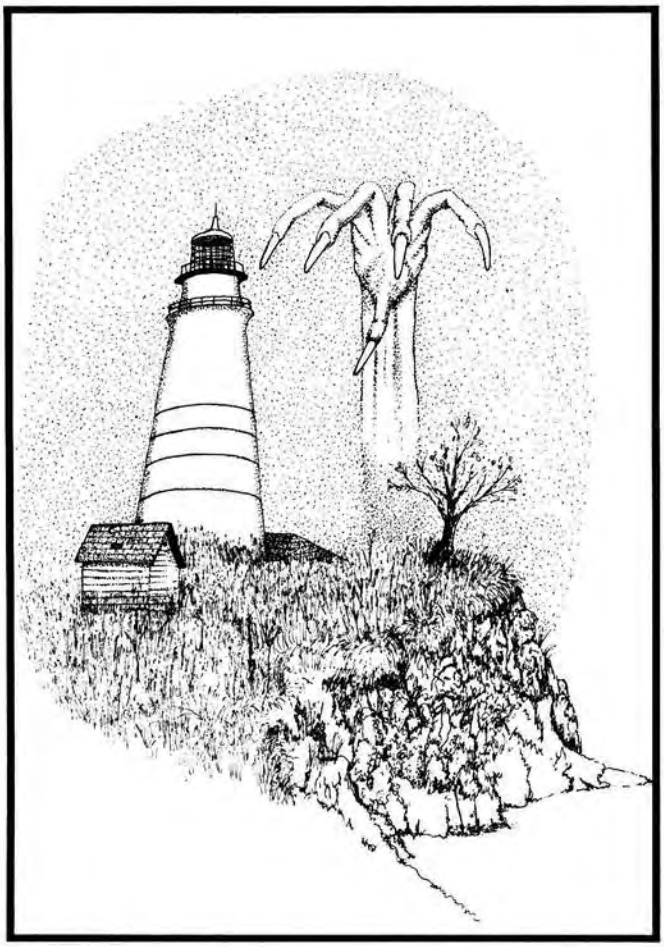
(–33–)

12. The tower is a circular affair of granite blocks, its interior taken up by a spiral staircase winding up into the gloom at **–86–**.

(–61–)

13. A gargantuan form, towering over the cliff, lumbers forward, taloned claws stretching to wreak further devastation upon the lighthouse! Mad with fear, you throw yourself away from the doomed structure and towards the safety of **–31–**.

(–50–)



14. McKeirnan's Lighthouse is a jumble of collapsed stone and splintered rubble, most of which has toppled over the cliff and into the sea far below. What happened here last night that could have brought about such destruction? You do not know – and reluctantly admit that you do not want to know!

The smell of the sea carries a special horror for you now, and the ceaseless lapping of the waves pursues you back to town and **–73M–**.

2 HOURS (–78– –9–) 5 RP

15.

SANITY

SUCCESS –1D6 SAN/ **–42–**

FAILURE –1D20 SAN/ **–42–**

NOTE: If your SAN loss is 5 or more points, you will find yourself at **–23–**.

(–46–)

16. The walls of the tower buckle and collapse, dragging down the stairway and you along with it. You catch a glimpse of Gleason breaking free of the crumbling tower, and your last thought as the hard, unyielding earth rushes up to meet you is that at least there will be someone left to solve the dark mystery of Grimrock Isle.

THE END

(–74– –99–)

17.

MECHANICAL REPAIR

SUCCESS **–25–** FAILURE **–71–**

5 MINUTES (–67– –75– –100–)

18. Just as you are about to give up, you spot a rough trail which seems to wind down the face of the cliff to the beach 100 feet below.

LISTEN

SUCCESS **–93–** FAILURE **–45–**

5 MINUTES (–49–)

19. The building suddenly shudders, throwing you violently to the floor! Debris falls all around you as the terrible concussions continue! You must get out of here!

Scrambling to your feet, you stagger desperately for the staircase at **–58–**.

(–35–)

20. You find the tower door open just enough to allow you to enter a circular chamber in which a spiraling wrought–iron staircase winds upward and into the yellow glow at **–59–**. Cautiously, you move slowly up the staircase, acutely aware of its advanced age.

5 MINUTES (–36– –98–)

21. Your attacker staggers, clutching his chest. He falls, and does not move. Searching the body turns up no identification, but does reveal a pint bottle of illegal whiskey that bears a Canadian label.

Will you return to Dove's Bay to report this incident at **–60–**, or hide the body, taking up your investigation at **–33–**?

(–37–)

22. It will take you 45 minutes to return to Dove's Bay and **–73M–**.

45 MINUTES (–38–)

23. Run, run! Must get away.. Must... How did you get back in Dove's Bay? What has become of Gleason, and what happened at the lighthouse?

You receive the answer to one question on your return to Mrs. Gordon's boarding house, where a brief note awaits you at **–78–**.

60 MINUTES (–51– –66– –15–)

24. As you and Gleason emerge from the lighthouse, a great, sucking roar arises from the sea. Your companion continues his headlong dash toward the cover of the forest.

Will you follow him to **–91–**, or turn to observe the source of the sounds at **–66–**?

(–81–)

25. With a little pushing and shoving, the door allows you entry into a circular chamber of large granite blocks, with a spiral, wrought–iron staircase ascending into the deeper darkness of **–92–**.

5 MINUTES (–17–)

26. Clawing madly at the unyielding rock, you finally scramble over the edge of the cliff, casting about for your treacherous assailant. But you are alone now, and are able to make your way shakily back to **–38–**, where you can decide what to do next.

10 MINUTES (–101–) 3 RP

27.

LISTEN

SUCCESS **–46–** FAILURE **–4–**

15 MINUTES (–62– –84–)

28.

LISTEN

SUCCESS **–81–** FAILURE **–99–**

(–88– –32– –10– –3– –55–)

29. You make it across without incident, and can resume your journey at **–96–**.

(–85–)

30. A flash of movement and color catches your eye from below. Was it your imagination or did you see a fleeting figure in a red fisherman's cap moving about in the under–brush?

You can investigate this at **–83–**, or continue your explorations at **–38–**.

10 MINUTES (–57–)

31. You scramble to safety scant seconds before the entire structure collapses into a mountain of rubble! Thrown off balance, you fall to the ground, striking your head on something hard...

An hour later, you awaken to the silence of the woods. McKeirnan's Lighthouse is a ruin, and you find no evidence to explain how this happened.

Mystified, you return to town and Mrs. Gordon's boarding house, where a message awaits you at **–9–**.

2 HOURS (–58– –4– –13–)

32. "Grim House is without a doubt the center of it all," Gleason continues, taking an occasional sip of his coffee. "And – if you can comprehend this – so is Mr. Lazarus Grim. He's not really dead, but he's not really alive, either."

LUCK

SUCCESS **–10–** FAILURE **–28–**

5 MINUTES (–88–)

33. There is a trail from the top of the cliff to the beach below, and it is not overly difficult to negotiate. Once on the sandy margin between cliff and sea, you see that the only way you can travel is up the coast and back towards Dove's Bay.

After about 20 minutes, you arrive at a point where a 10 yard wide finger of the sea has extended right to the base of the cliff.

SPOT HIDDEN

SUCCESS –82– FAILURE –11–

20 MINUTES (–21– –89–)

34.

MECHANICAL REPAIR

SUCCESS –40– FAILURE –90–

(–38–)

35.

LISTEN

SUCCESS –84– FAILURE –19–

15 MINUTES (–6– –62–)

36. As you are approaching the lighthouse, you see the glimmer of light shining between the boards of the lamp room of the tower. While there appears to be no movement up there, the light obviously indicates another's presence.

Will you enter the tower at –20–, or do some exploring at –98–?

5 MINUTES (–65–)

37. Good shot! determine your damage and deduct it from your assailant's hit point total of 12. If this total is reduced to 0, then the result will be –21–. If he still has points remaining, deal with it at –89–.

(–8–)

38. The sound of the surf comes clearly to your ears, riding a breeze redolent with the salty tang of the sea.

There are two means of entering the lighthouse; the first is the door leading into the tower itself at –61–, and the other is the door of the attached cottage at –34–.

If neither of these appeals to you, you can always set off back to town at –22–.

(–1– –90– –86– –97– –30– –53– –63–

–80– –76– –26– –64– –11– –79– –89–)

39. Your terror–stricken mind catches the impression of a winged, octopoidal form whose blubbery, elastic arms reach up to tear at the walls of the lighthouse!

Unable to withstand this soul–numbing sight any longer, you turn and flee into the woods to cringe in fear next to Gleason until silence returns once more to this place. Gleason is the first to speak at –70–.

10 MINUTES (–66–) 5 RP

40. You are able to force the warped door open wide enough to permit your entry. Exploring the two story cottage will take about an hour, and you can use the diversion.

SPOT HIDDEN

SUCCESS –63– FAILURE –7–

60 MINUTES (–34–)

41. Before you can bring your weapon to bear, your assailant crashes into you – shoving you over the edge of the cliff!

1/2 LUCK

SUCCESS –101– FAILURE –72–

(–68–)

42. An octopoidal head emerges from the depths, huge, baleful eyes intent – upon your destruction! A choked cry of horror and revulsion on you lips, you beat a shaken retreat into the woods and –69–.

5 MINUTES (–15–)

43. You both clear the crumbling tower just in the nick of time. You do not look behind you, for the ponderous sucking sounds you hear over the crash of rubble warns that to do so would mean madness.

You reach the bushes, where you huddle together, cringing in fear at –70–.

5 MINUTES (–74– –99–)

44.

MECHANICAL REPAIR

SUCCESS –67– FAILURE –100–

5 MINUTES (–75– –71– –92–)

45. Without warning, a rough hand slams into your back and propels you out over the edge of the cliff!

1/2 LUCK

SUCCESS –101– FAILURE –72–

(–18– –48–)

46. There seems to be some sort of disturbance out at sea. Turning, you see a vast expanse of ocean

boiling – bubbling with some massive and unnatural activity.

Will you remain and observe this phenomenon at **–15–**, or retreat to Dove's Bay and the boarding house at **–73–**?

5 MINUTES (–27–)

47. Something large and vast and horrible is rising from the sea, a hulking thing whose octopoidal head is trained with doleful intent upon the very lighthouse in which you stand!

"Run!" you hear Gleason scream as he leaps for the stairway, "Run for your life!" You need no further encouragement, racing after Gleason down the stairs to **–74–**.

(–51–) +1% Mythos 5 RP

48. The boot prints seem to head right for the cliff; but then they double back – behind you!

LISTEN +20%

SUCCESS –**93**– FAILURE –**45**–

(–5–)

49. Drat the luck, you have lost the trail! There doesn't seem to be any way for you to pick it up again, either.

LUCK

SUCCESS –**18**– FAILURE –**76**–

(–5–)

50.

SANITY

SUCCESS –1D6/ –**13**–

FAILURE –1D20/ –**13**–

NOTE: If your SAN loss is 5 points or more, you will find yourself at **–77–**.

(–4–)

51.

SANITY

SUCCESS –1D6 SANITY/ –**47**–

FAILURE –1D20 SANITY/ –**47**–

NOTE: If you have lost over 5 Sanity points, you will find yourself at **–23–**.

(–81–)

52. You can't get out of the way in time and your attacker plows into you – shoving you off the brink of the cliff!

1/2 LUCK

SUCCESS –**101**– FAILURE –**72**–

(–93–)

53. The ground has been disturbed here, though you can't tell what might have caused the disturbance, or which way it might have went. Was it a wild animal – or was someone watching you?

Pondering this question, you stroll back to **–38–**.

10 MINUTES (–83–)

54.

SANITY

SUCCESS –1D6 SAN/ –**94**–

FAILURE –1D20 SAN/ –**94**–

(–84–)

55. "I will help on this. I'm sure this has something to do with Jack Bassett's disappearance, and I want to pay back whoever is responsible, living or dead!"

LUCK

SUCCESS –**95**– FAILURE –**28**–

5 MINUTES (–3–) 10 RP

56. Oops! Lost your balance in the shifting sands. Well, the water deepens a bit here anyway, so you are able to swim the rest of the way to **–96–**.

(–85–)

57. This is a splendid view, the stuff picture postcards are made of. The sea before you, the wilderness on either side, and off in the distance Dove's Bay, a quaint–looking village by the sea.

SPOT HIDDEN

SUCCESS –**30**– FAILURE –**97**–

(–86–)

59.

LUCK

SUCCESS -88- FAILURE -6-

(-20-)

60. The Sheriff listens to your story with a stony expression, and when you are done he nods his head.

"Sounds like old Jakob Herring," he growls. "We've been after that fellow for smuggling in bootleg whiskey from Canada, but we've never been able to prove anything. You were probably getting too close to one of his caches."

While he admits that he is glad the case is finally closed, the Sheriff isn't all that happy with your part in its solution. He tells you to remain available for questioning for the next 3 days, after which he strongly suggests you leave Dove's Bay.

NOTE that you now have 3 days in which to solve all the mysteries of Grimrock Isle before making your way to **-73M-**. You've got your work cut out for you!

2 HOURS (-21- -79-)

61.

MECHANICAL REPAIR

SUCCESS -12- FAILURE -90-

(-7- -38-)

62. The old, rusted lock on the cottage door is securely shut; Gleason is obviously not inside. Will you return to the lamp room and wait for him at **-35-**, or remain here and pass the time at **-27-**?

10 MINUTES (-6-)

63. You are now on the upper floor of the cottage, where a flash of movement and color attracts your attention. Might it have been the figure of a man in a red fisherman's cap?

Will you check it out at **-83-**, or continue with your investigations at **-38-**?

(-40-)

64. Your panicked shot goes wild, but it so frightens your attacker that he aborts his charge and flings himself into the concealing underbrush. Before you can recover, the man in the red cap is gone.

You can only return now to **-38-** and decide how you will proceed from there.

20 MINUTES (-8-)

65. If you came here out of curiosity, you may satisfy it at **-75-**. If you have a reason for being here, you may move on to **-36-**.

(- 1 -)

66.

SANITY

SUCCESS -1D6 SAN/ **-39-**

FAILURE -1D20 SAN/ **-39-**

NOTE: If your SAN loss is 5 points or more, you will find yourself at **-23-**.

10 MINUTES (-24-) 5 RP

67. The door grinds open on rusted hinges, allowing you to enter the caretaker's cottage. One hour passes, and you have explored the entire place and come up with nothing but dust and cobwebs.

You are free to explore the tower at **-17-**, or to return to town at **-73M-**.

60 MINUTES (-44-)

68. Match your DEX with your attacker's Move of 8 on the Resistance Table. If you can beat this unknown enemy, then you may act at **-8-**; if your attacker should win, you will then have to deal with **-41-**.

(-93-)

69. The sounds of rending metal, crumbling stone, and splintering wood pursues you along the Old Coast Road to Dove's Bay, and you know with chilling certainty that McKeirnan's Lighthouse is no more.

Staggering back into town, you seek the sanctuary of Mrs. Gordon's boarding house, where you find a note awaiting you **-9-**.

(-42-)

70. "We'll split up," Gleason pants. "We'll make our way back to town and, for both our sakes, continue the investigation separately. Someone in Dove's Bay possesses and evil power, and is abetting whatever plot is afoot on Grimrock Isle.

"Good luck, and may we meet again under happier circumstances!"

With that, Gleason is gone into the night, leaving you to stumble back to town and **-73M-**, chased by the sound of sifting rubble.

The lighthouse is destroyed, and you cannot visit it

again – even if you wanted to!

1 HOUR (–43– –91– –39–) 5 RP

71. The lock is rusted shut, mocking your skill. Perhaps the cottage door lock over at **–44–** will be more co–operative, or maybe it would be best to get back to town at **–73M–**; you've got better things to do than poke around empty buildings.

(–17–)

72. Screaming with fear, you plummet to the beach below, where your fall – as well as your life – comes to an abrupt end. Your body is washed out to sea at high tide, and you are never heard from again.

THE END

(–45– –101– –41– –52–)

73. There is a message waiting for you upon your return; You may read it at **–9–**.

1 HOUR (–46–)

74.

LUCK

SUCCESS **–43–** FAILURE **–16–**

(–47–)

75. Peering through windows, you see that the interior of the lighthouse is wrapped in a deeper darkness than the night. The place is, excépt for yourself, deserted.

There are two ways into the lighthouse; the door to the tower at **–17–**, or the door of the cottage at **–44–**.

(–65–)

76. Well, there's nothing for it but to return to **–38–** and decide what to do then.

15 MINUTES (–49–)

77. Vast wings framing an abhominal, octopoi–dal head! Great, blubbery arms reaching out, talons raking stone, pulling it down!

So stunned are you by this vision of horror that you are utterly paralyzed, unable to throw yourself clear of the tons of granite bearing down upon you.....

THE END

(–50–)

78. *My Friend,*

After what has happened, I feel it would be safest for us both if we pursue this investigation separately. We have a human enemy in Dove's Bay who can summon aid from certain – inhuman allies. Be careful!

Gleason Bailey

After a troubled sleep filled with nightmares of huge octopi arising from the sea, you awaken chilled down to the bone. A new day has begun, and your investigation must continue with all haste.

Will you dare a return to the lighthouse at **–14–**, or remain in town and conduct your business at **–73M–**?

8 HOURS (–23–) 10 RP

79. At the very last second, you are able to leap out of your attacker's path. Unable to stop his charge, the man plunges screaming to his doom on the beach below.

You are stunned. Should you report this to the proper authorities at **–60–**, or just let everyone think the fellow simply had an accident and return to **–38–** and resume your investigation?

(–93–)

80. You find the clear prints of heavy boots. Whoever wore them stood here for some time, obviously watching the lighthouse before moving off along a game trail which follows the coast away from Dove's Bay.

Will you follow these tracks to **–5–**, or return to **–38–** and your examination of the lighthouse?

10 MINUTES (–83–) 3 RP

81. A strange sound reaches your ears from somewhere outside, a curious bubbling which causes you to interrupt the conversation.

Will you take a look out a shattered window at **–51–**, or exit the lighthouse to get a clearer view at **–24–**?

(–28–)

82. You notice that the channel before you not only extends to the cliff, but extends into it, through the mouth of a cave of unknown size.

Will you explore this cave at **–2–**, or attempt to wade the channel at **–85–**?

(–33–) 2 RP

83. Emerging from the lighthouse, you make your way with caution to the spot where you detected the movement. After a few moments poking about, you discover something.

TRACK

SUCCESS -**80**- FAILURE -**53**-

5 MINUTES (–30– –63–) 3 RP

84. A strange, ponderous roar comes to you from outside; it does not seem wholly natural.

Will you take a look through a broken window at –**54**–, or exit the lighthouse to get a better look at –**27**–?

(–35–)

85.

LUCK

SUCCESS -**29**- FAILURE -**56**-

(–11– –82–)

86. The wrought iron staircase creaks and sways ominously, but you are able to ascend to the lamp room without incident.

The lamp room is a denuded chamber littered with shards of broken glass. The sun pours brightly through the breaks in the boarded windows, dispelling some of the gloom up here.

Will you examine the view at –**57**–, or carry your explorations back to –**38**–?

10 MINUTES (–12–)

87. A last, terrible concussion sunders the tower, collapsing the staircase and burying you beneath tons of rubble. You are dead, another victim of the curse of Grimrock Isle.

THE END

(–58–)

88. Gleason Bailey greets you with a wry smile and a cup of hot coffee.

"Glad you could make it," he says as you take your seat. "I think I've got a line on what's going on here, and I was right – it's not good!"

LUCK

SUCCESS -**32**- FAILURE -**28**-

5 MINUTES (–59–)

89. Clutching the wound in his shoulder, your erstwhile attacker staggers off into the trees, and is lost to sight. You are about to give chase when you spot a bottle lying on the ground. It is a whiskey bottle with a Canadian label; high quality – highly illegal.

Will you return to –**38**– to decide what to do next, or re–examine the area more closely at –**33**–?

5 MINUTES (–37–)

90. The lock on the door defeats you, forcing you back to –**38**– and another choice.

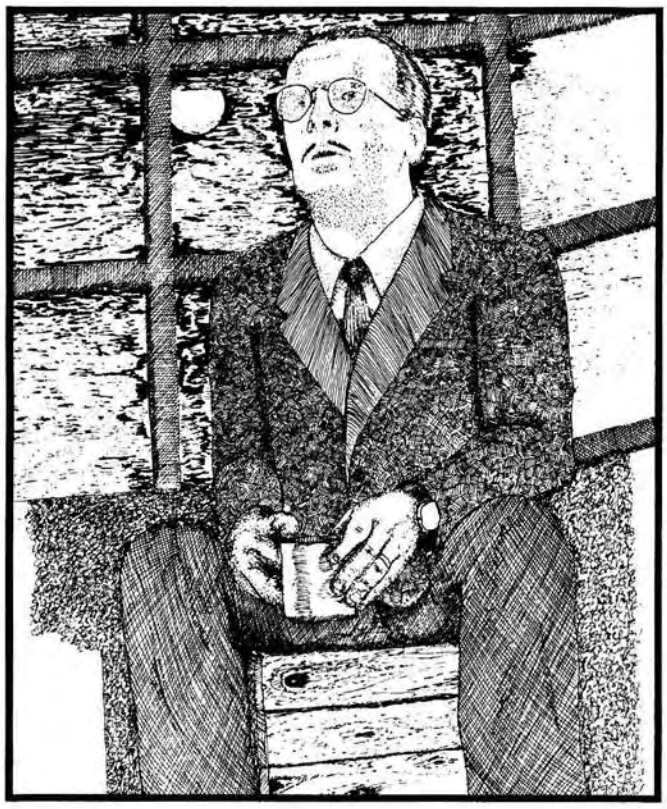
5 MINUTES (–61– –34–)

91. You run faster than you've ever run before, driven by the terrible abomination of sounds which cannot be drowned out by the rumble of the lighthouse's destruction. Reaching the cover of the underbrush, you huddle there in mortal fear until a ponderous silence descends, and Gleason whispers to you at –**70**–.

10 MINUTES (–24–) 5 RP

92. You find yourself inside a bare lamp room littered with shards of broken glass. After some poking around, you decide there is nothing of interest to be found here. You can try the door of the cottage down at –**44**–, or return to town at –**73M**–.

15 MINUTES (–25–)



93. The sudden rush of feet behind you! You whirl to face a heavily bearded man in a red fisherman's cap bearing down on you – with the clear intent of pushing you off the cliff! Your instinct for survival reacts instantly to the onrushing danger.

DODGE

SUCCESS –**79**– FAILURE –**52**–

OR

.45

GO TO –**68**–

(–18– –48–)

94. A huge, hulking form, rising from the sea, winged and octopoidal, stretches its taloned paws to strike the lighthouse a tremendous blow! Screaming madly, you race for the staircase at –**58**–.

(–54–) +1% Mythos

95. "We'll meet tomorrow at 9AM at Enos Wade's boat dock. We'll go out to that island and do what must be done. You can leave first; I have to clean up here."

Shaking hands with your new ally, you head back to Dove's Bay and –**73M**–, wondering what dangers tomorrow will bring.

60 MINUTES (–55–) 5 RP

96. An hour's walk along the beach will see you in Dove's Bay and –**73M**–.

60 MINUTES (–56– –29–)

97. You spend a restful 30 minutes here, taking in the glories of nature and regaining 1 SAN point. With reluctance, you reenter the lighthouse and continue with your prowling at –**38**–.

30 MINUTES (–57–)

98. You find nothing of interest, and spend an hour doing it. Grumbling darkly to yourself, you return to the tower at –**20**–.

60 MINUTES (–36–)

99. Suddenly the entire tower is shaken, as if by some terrible concussion! Debris pelts you on the head as you struggle to keep your balance.

"Run for your life!" Gleason cries as he leaps for the stairs, and you are hot on his heals.

1/2 LUCK

SUCCESS –**43**– FAILURE –**16**–

(–28–)

100. The lock refuses to open. Maybe you'll have better luck on the tower door at –**17**–, or you can call it a night and go back to town and –**73M**–.

(–44–)

101. In your panic, you flail about you as you fall – and your hand encounters the root of a tree! Desperately, you grab it, ending your plunge to doom 100 feet below.

CLIMB

SUCCESS –**26**– FAILURE –**72**–

(–45– –41– –52–)

The lighthouse stands alone in the wilderness, contemplating a grey sea, now devoid of those great vessels which had given its existence meaning many long years ago.

It is a melancholy sight, this place once so vital in the lives of men, now faded and forgotten, crumbling bit by infinitesimal bit into the dust of unremembered history.

It rests atop a vertical cliff which overlooks the sea far below, a perfect vantage for a beacon of warning, though now the waves crash against that cliff unnoticed by any living ear, unappreciated by any troubled soul aching for solace.

The structure itself has begun to show its slow decline in the unpainted, grayed clapboards of the small caretaker's cottage, and in the rusted crust on the lock and hinges of the warped plank door of the tower itself. On top of the tower, the once sparkling panes of the lamp house are dulled and sooted and broken where they are not boarded over and hidden completely from view. And yet those old boards are showing their wear as well, and there might very well be a few stray beams of sunlight in that high chamber, late in the afternoon as the sun begins its descent.

The road which once brought men to this place is overgrown, not much more than a rough path through the woods, but yet it is still occasionally followed by wanderers from the nearby town who seek the blueberries which grow in profusion all about the place. And there are those seekers of solitude and, yes, even the occasional troubled soul.

So it is not entirely true to say the lighthouse is deserted; empty and untenanted, yes, but in the final analysis it is not a lonely place, merely a quiet one.

And if indeed the lighthouse possesses secrets, it has kept them wrapped in a stony silence that will endure and exceed our mere mortal span....

HUTCHIN'S CAVE



1. A 45 minute walk along the beach brings you to a point where a finger of the sea has extended right to the wall of a tall cliff on your right, effectively blocking your progress. If you are here in the daylight, feel free to poke around at **–75–**. If you come here at night, move on to **–80–**.

45 MINUTES (DIRECTORY)

2. You may gather up a personal fortune in the amount of 1D10 X $1,000.

LUCK

SUCCESS –.– FAILURE **–45–**

Will you now examine the idol at **–72–**, the statue at **–37–**, or swim back to the mainland at **–50–**?

–100–

3. Back on the mainland, though cold and wet, you are free to continue your exploration of the second tunnel at **–11–**, or give it up at **–34–**.

10 MINUTES (–50–)

4. The Sheriff is very pleased to hear your news.

"We've been tryin' t' catch those devils for the past year," he tells you, "But they always move around, and we never know where they'll be next. But now we do, thanks to you. Appreciate it."

If the Sheriff has at any time told you to get out of town, that order is now cancelled. Stay as long as you like – or until you cross the Sheriff again!

Due to the ongoing investigation, Hutchin's Cave is now off limits to you, and will remain so for the remainder of your stay in Dove's Bay. You may now move along to **–73M–**.

2 HOURS (–48– –102–)

5. A faint light illuminates what must be the mouth of Hutchin's Cave, there where the narrow sea channel extends to the base of the cliff.

Will you investigate at **–52–**, or take the 45 minute walk back to town and **–73M–**?

(–80–)

6.

LUCK

SUCCESS **–53–** FAILURE **–77–**

(–57–)

7. You lose 1 hit point to drowning damage. Return to **–82–** and try again.

5 MINUTES (–82–)

8. This is a dead–end chamber which holds nothing of interest for you. You may explore the other tunnel at **–98–**, or leave the cave at **–55–**.

10 MINUTES (–83–)

9. You grab the barrel of the gun, and a life or death struggle ensues. Suddenly, the terrible roar of a shot fills the chamber!

LUCK

SUCCESS **–29–** FAILURE **–56–**

10 MINUTES (–33–)

10. As you approach the shore, you see there are a number of objects on the islet; a 3 foot tall idol of some bizarre, octopoidal sea–deity, a 20 foot tall statue of a fish–frog humanoid creature – and several piles of gold coins, gems, and jewelry!

SPOT HIDDEN

SUCCESS **–57–** FAILURE **–26–**

5 MINUTES (–58–)

11. This tunnel continues on for another 50 feet before you encounter something at **–98–**.

5 MINUTES

(–3– –26– –31–

–53– –86– –93–)

12. You learn nothing new from your continued study of the prints. Return to **–36–** and try something else.

5 MINUTES (–36–)

13. These are indeed gold ingots, and their rough appearance suggests that they were poured a very long time ago. They must have come from some 18th century shipwreck, but why did those creatures bring them here?

LUCK

SUCCESS **–60–** FAILURE **–33–**

10 MINUTES (–88–)

14. There is nowhere to run. The creatures fall upon you and tear you limb from limb. Your pitiful screams echo in the darkness.

THE END

(–89–)

15. You enter a large chamber illuminated by multicolored glowing fungi. Most of the floor is drowned by a pool of sea water which glows from below in a pale, greenish hue.

The smell of salt water is strong here, as is the odor of something strange and foul...

If you came to the caves during the day, you may proceed to **–35–**. If you came at night, move on to **–64–**.

5 MINUTES (–98–)

16. A narrow strip of sand parallels the channel as it enters the cliff face, making it an easy matter to walk into the gaping mouth of the cave. Deeper in, the slope increases until at last the entire tunnel is dry and sandy, forming a roughly circular chamber of water–weathered rock.

From here, you can see 2 tunnels snaking off into the darkness of the earth. The leftward tunnel will take you to **–63–**, while the righthand opening will lead you to **–98–**.

15 MINUTES (–91–)

17. The idol depicts a monstrous, aquatic deity with octopoidal head and huge, membranous wings. It is made of a strange green soapstone that is unplea–sant to the touch.

LISTEN

SUCCESS **–92–** FAILURE **–45–**

5 MINUTES (–72–)

18.

SANITY

SUCCESS **–97–**

FAILURE –1D6 SAN/**–97–**

(–69–)

19. The tunnel branches to the right and left at this point. Return to **–98–** and proceed.

5 MINUTES (–98–)

20. Oops! A mis–step in the shifting sand gives you a thorough dunking. As long as you're wet, you might as well swim. But will you head across the channel to **–40–**, or back the way you came over at **–95–**?

5 MINUTES (–71–)

21.

LUCK

SUCCESS **–41–** FAILURE **–68–**

(–37– –96–)

22. This blasphemous fish–frog thing has a DEX of 13. Determine which of you moves first, then fight for your life!

The thing has a 25% chance of hitting you with its long claws, causing 1D6+1D4 damage on a successful hit.

If you survive this encounter, catch your breath at **–42–**.

10 MINUTES (–97–) 10 RP

23. From this point, the tunnel snakes off to your left and right. Return to **–98–** and proceed from there.

5 MINUTES (–98–)

24. You spend a leisurely hour collecting seashells and observing life in tidal pools. This restful interlude restores 1 point of any Sanity lost while you were in Dove's Bay.

SPOT HIDDEN

SUCCESS **–91–** FAILURE **–44–**

1 HOUR (–3– –99–)

25. Something hard clubs you on the back of the head. You awaken in a deserted cave at 6AM the next morning with a splitting headache and the loss of 1 hit point.

Will you continue your aborted explorations at **–63–**, or make the hour's miserable trek back to town and **–73M–**?

(–76–)

26. Will you swim over to the islet at **–49–**, or continue on into the unexplored tunnel which beckons at **–11–**?

(–10–)

27. Having loaded up on loot, you now must decide if you should swim back to **–50–** and continue your explorations, or examine the idol at **–46–**.

(–78–)

28. You discover that this rock wall is not rock at all, but a sheet of canvas painted to blend with the surrounding strata.

Pushing the canvas aside, you find yourself faced with **–51–**.

5 MINUTES (–79–)

29. Your enemy falls lifeless at your feet.

Before you can even collect your thoughts, the waters of the pool are disturbed by something rising from below. The creatures; they are returning! You must get out of here! Running full tilt, you head for **–35–**.

(–9–)

30. What happened? Where are you? You remember the horrifying sight of a statue that moved, but then everything is a blank – and you are lost within this subterranean maze.

Dazed and shaken, you begin your search for a route to the surface, praying that you do hot find that nightmare chamber again...

1/2 LUCK

SUCCESS **–81–**

FAILURE – Lose 15 minutes.

Roll again.

(–57–)

31. As you draw near the shore, you see that the object is an idol of some sort, which is surrounded by mounds of glittering objects, the precise nature of which you cannot determine.

Will you investigate the islet at **–82–**, or explore the other tunnel at **–11–**?

10 MINUTES (–58–)

32. You don't hear anything, and it's back to **–36–** for you.

5 MINUTES (–36–)

33. "Like my gold, do you?" a cultured but threatening voice inquires of you.

You spin about to find yourself looking down the twin barrels of a shotgun held by an affluent–looking gentleman with bulging eyes and an over–wide mouth.

"One must do the strangest things when one does business with relatives, mustn't one?" he asks you with a particularly repulsive smile.

Knowing you are about to be killed, you have only one choice – jump him!

DEX X 5

SUCCESS **–9–** FAILURE **–84–**

5 MINUTES (–13–)

34. Enough is enough. You decide to leave this underground pit of horror. Shivering from cold and terror, you make your way shakily to **–38–**.

(–3– –61– –85–)

35. Another tunnel exits this chamber there on your left. Return to **–98–** and proceed.

5 MINUTES

(–15– –29– –60– –64– –88–)

36. The sand here is quite soft and undisturbed by the action of the tides, making it easy for you to spot a large number of booted footprints which traverse this stony corridor in both directions.

SPOT HIDDEN

SUCCESS **–87–** FAILURE **–12–**

OR

LISTEN

SUCCESS **–59–** FAILURE **–32–**

OR

Continue on to **–83–**.

5 MINUTES

(–12– –32– –59– –63– –87–)

37. This is no statue, but a living, breathing thing from the nighted abyss of the sea!

SANITY

SUCCESS –1 SAN/**–21–**

FAILURE –1D10 SAN/**–21–**

(–2– –100–)

38. It takes you 2 hours to reach the mouth of the cave, and another hour to make the walk back to town and **–73M–**. You are exhausted by your ordeal, and could use a good 8 hours of sleep.

3 HOURS (–34– –41– –53– –93–)

39. The tunnel turns left at this point. Return to **–98–** and continue on.

5 MINUTES (–98–)

40.

SPOT HIDDEN

SUCCESS **–91–** FAILURE **–67–**

5 MINUTES (–20–)

41. You swim like you have never swam before, whimpering like a child as you pull yourself onto the beach. Not daring to look behind you, you fling yourself down that cursed tunnel which brought you here, and plunge ahead to **–38–**.

10 MINUTES (–21–)

42. Mortally wounded, the creature staggers back, topples into the water, and vanishes beneath the surface. You gain

1D6 SAN points for your victory.

Shaken and unnerved, you enter the water at **–50–** and swim for the mainland.

(–22–)

43. The main tunnel continues straight ahead, while a side channel opens on your left. Return to **–98–** and press on.

5 MINUTES (–98–)

44. At last you decide to give up your search for Hutchin's Cave and return to Dove's Bay and **–73M–**.

45 MINUTES (–24– –95–)

45. You are suddenly scooped up by a huge, taloned paw. Screaming in horror, you realize that the 'statue' was in fact a living thing from the depths of the sea, a voracious blasphemy whose fang–lined maw opens impossibly wide to consume you!

THE END

(–2– –17–)

46. The idol is perhaps 3 feet tall, and made of a peculiar green soapstone that is rather unpleasant to the touch. It depicts a squatting, blubbery creature whose malevolent eyes glower from an octopoidal skull wrapped in a mass of writhing tentacles. While quite intricately detailed, it would be a blasphemy to call this thing a work of art.

LISTEN

SUCCESS **–69–** FAILURE **–73–**

10 MINUTES (–27–)

47. You could destroy the hootch at **–74–**, or you could forget about it and explore the other tunnel at **–98–**.

(–102–)

48. You overhear a deal being made between at least three men for an order of illegal whiskey smuggled in from Canada. You hear bottles clink as the prospective buyer samples the merchandise, and a man with a pronounced New England accent declaring that "There's plenty more where that came from."

You must examine your options. You know you are outnumbered, so what can you do?

You could return to Dove's Bay and inform the Sheriff at **–4–**, or you could simply carry on your explorations down that other tunnel you spotted at **–98–** in the chamber behind you.

10 MINUTES (–76–)

49.

SWIM

SUCCESS **–100–**

FAILURE –1 hit point from drowning.

Roll again.

10 MINUTES (–26–)

50.

SWIM –10%

SUCCESS **–3–** FAILURE **–101–**

(–2– –27– –42– –101–)

51. A 10 foot, roughly circular alcove is revealed, though much of this space is now occupied by stacks and stacks of small, balsa wood crates.

One such crate lies open before you, revealing one

empty square slot and five slots occupied by quart bottles of Canadian whiskey.

The realization of what you have found strikes you at –**102**–.

10 MINUTES (–28–)

52. A narrow track of sand allows you entry into a roughly circular chamber with two exits. A small rowboat is beached on the shore nearby, and from the tunnel on your left comes the flickering glow of lantern light.

Will you investigate the illuminated tunnel at –**76**–, or the lightless passage you can just make out at –**98**–?

(–5–)

53. Screaming in terror, you flee this nighted grotto. But will you run to the unexplored tunnel at –**11**–, or will you throw yourself down the passageway to the wholesome freedom of the surface at –**38**–?

(–6– –57–)

54. As you pull yourself onto the low, rocky islet, you see that the idol is a representation of some sort of sea deity, a winged hulk with an octopoidal head.

Your attention, however, is drawn to the glittering humps, which now reveal themselves to be piles of gold coins, gems, and assorted pieces of jewelry.

LUCK

SUCCESS –**78**– FAILURE –**65**–

10 MINUTES (–82–)

55. It takes you 45 minutes to return to Dove's Bay and –**73M**–.

45 MINUTES (–8– –74–)

56. Your lifeless body crumples to the ground, and is dragged to the edge of the pool, where it vanishes forever into the depths of the sea.

THE END

(–9–)

57. That 'statue' just moved!

SANITY

SUCCESS –1 SAN/–**53**–

FAILURE –1D10 SAN/–**6**–

NOTE: If your Sanity loss is 5% or more, make a LUCK roll at –10%. If you are successful, find the result at –**30**–. If you miss this roll, continue on to –**6**– as indicated.

(–10–) 5 RP

58. If you entered these tunnels during the day, move on to –**31**–. If you came at night, continue to –**10**–.

(–86–)

59. Except for the lapping of the sea, there is no other sound to be heard; you are quite alone here.

That established, return to –**36**– and try something else.

5 MINUTES (–36–)

60. You will probably never know the answer to that, but you definitely know where one of the bars is going!

One bar is all you can carry, but it will be worth $5,000 to you. As you contemplate your financial security, move along to –**35**–.

10 MINUTES (–13–)

61. The creatures have a DEX of 13, and 12 hit points each. While they can attack you two at a time, you will be able to make the first move.

The fish creatures have a 25% chance of scoring a hit on you to inflict 1D6+1D4 points of damage.

If you can survive this battle, you may lick your wounds as –**34**–.

(–89–)

62. The tunnel wends its way through tortuous twistings, never deviating from its downward course. The journey is a long one, unbroken by any side passage, branching tunnel, or vertical shaft. But at long last the air becomes suffused with a pale green glow.

This light illuminates a ragged opening before you, a flickering, auroral glow that is unlike anything you have ever seen. And as you approach the opening, a strange sound comes to your ears – the sluggish lapping of some thick fluid upon a forlorn shore.

With trepidation, you press on to –**86**–.

30 MINUTES (–98–)

63. You are in a tunnel that is quite short, and you can see another opening just ahead.

SPOT HIDDEN

SUCCESS -36- FAILURE -83-

(-16- -25-)

64.

1/2 LUCK

SUCCESS -35- FAILURE -88-

(-15-)

65. You may fill your pockets with these precious items, for a total of 1D10 X $1,000. When you are done, you turn to take your leave and...



SANITY

SUCCESS -89-

FAILURE -1d8 SAN/-89-

(-54-)

66. The tunnel continues ahead, but is broken by the opening of a vertical descending shaft about 20 feet deep which looks easily climbable.

Return to -98- and proceed from there.

5 MINUTES (-98-)

67. You reach the other side of the channel, where the beach is clear to the range of your vision.

Eventually, you arrive at the base of a narrow trail wending its way up the cliff face. Following the trail, you find yourself in a wooded wilderness, above which you can just make out the tower of a lighthouse back in the direction of town.

A short walk in that direction brings you to the McKeirnan's Lighthouse Solo, Paragraph -1-.

1 HOUR (-40- -71-)

68. You try to flee, but you know you are doomed. Taloned claws rip into your back, wrenching you high into the air. You see a face from Hell itself; huge, glaring eyes, and an impossibly wide mouth gaping wide to claim you with a sickening, meaty crunch that is the last sound you hear...

THE END

(-96- -21-)

69. A loud splashing in the water nearby interrupts your investigations. Something roughly man-sized is moving around there, and is quite clearly approaching the islet on which you stand.

Will you stand your ground at -18-, or swim back to the mainland at -93-?

(-46-) 2 RP

70. A smaller tunnel branches off to your right, while the main route continues on ahead. Return to -98- and proceed.

5MINUTES (-98-)

71.

LUCK

SUCCESS -67- FAILURE -20-

(-99-)

72.

SPOT HIDDEN

SUCCESS -**96**- FAILURE -**17**-

(-2- -100-)

73. Your examination of the idol is interrupted by a shadow which falls over you from behind. Whirling about, you find yourself confronting...

SANITY

SUCCESS -**97**-

FAILURE -1D6 SAN/-**97**-

(-18- -46- -78-)

74. It takes you an hour to smash every crate. By the time you are done, the sand is soaked with illegal whiskey. You may now turn your attention to that other tunnel at -**98**-, or leave the cave for -**55**-.

1 HOUR (-47-)

75.

SPOT HIDDEN

SUCCESS -**91**- FAILURE -**99**-

(-1- -80-)

76. You enter a narrow tunnel, which is obviously quite short, and from the other end of it you can hear the sound of voices. Apparently, some sort of deal is being made, though you can't quite make out what is being said.

LISTEN

SUCCESS -**48**- FAILURE -**25**-

5 MINUTES (-52-)

77. You stand rooted to the spot by soul-wrenching horror as this towering monstrosity strides through the turgid waters toward you.

Scooping you up in its massive paws, the thing from the sea rends you limb from limb, consuming them in great, snapping gulps.

The last thing you see in this life is the approach of a wide, gaping maw lined with needle-like fangs...

THE END

(-6-)

78. You may fill your pockets with these precious items, to the tune of 1D10 X $1,000.

LUCK -10%

SUCCESS -**27**- FAILURE -**73**-

15 MINUTES (-54-)

79. There is something strange about the rock formations on the right hand side of this chamber. Will you look into it at -**28**-, or explore the other tunnel at -**98**-?

5 MINUTES (-83-)

80.

1/2 LUCK

SUCCESS -**5**- FAILURE -**75**-

(-1-)

81. At last you see the light of day pouring in through a narrow opening, accompanied by the welcome smell and sounds of the sea.

You emerge from the earth, squinting at the bright light of the sun, but you are grateful for this discomfort.

It will take you 2 hours to walk back to Dove's Bay and -**73M**-, but you do not begrudge the fact. No, you are simply glad to be alive!

2 HOURS (-30-)

82.

SWIM

SUCCESS -**54**- FAILURE -**7**-

(-7- -31-)

83. This is a smaller chamber than the first, and is considerably less waterworn, despite the presence of a large amount of sand on the floor.

SPOT HIDDEN

SUCCESS -**79**- FAILURE -**8**-

5 MINUTES (-36- -63-)

84. You make your lunge, but you are too slow. Both barrels of the shotgun discharge into your face, and you know no more...

THE END

(-33-)

85. Acting on a sudden inspiration, you turn to the strange idol and fall to your knees before it.

As you cringe in mortal fear, the creatures shamble forward – and copy your gesture of worship!

What follows seems to be a ceremony dedicated to the horrible deity represented by the idol.

After a hellish eternity, the creatures stand and re–enter the water, vanishing beneath the cold, green surface, leaving you alone once more.

Letting out a heartfelt sigh of relief, you make your way swiftly to **–34–**.

1 HOUR (–89–)

86. A vast grotto smelling of the depths of the sea opens up before you as you step from the tunnel onto a narrow beach of black sand.

This cavern and the body of torpid water it contains stretches beyond the limits of your eyesight, their farthest reaches enshrouded in an eerie, self–luminous mist which almost obscures a small islet of slick, black rock upon which crouches a curious object you cannot quite make out.

Will you approach for a closer look at **–58–**, or continue on through the tunnel you have spotted at **–11–**?

10 MINUTES (–62–)

87. Though there are a large number of different sized prints, none of them appear to be less than 24 hours old.

You may return to **–36–** and decide what to do next.

5 MINUTES (–36–)

88. As you watch, 6 fish–frog humanoids emerge from the glowing depths! Each of these creatures carries what appears to be a large bar of solid gold.

SANITY

SUCCESS –.– FAILURE –1D6 SAN

The creatures deposit the gold bars at the edge of the pool and return once more to the chill waters.

Will you examine the bars at **–13–**, or continue your explorations at **–35–**?

15 MINUTES (–64–)

89. You find you are surrounded by 6 hideous, fish faced humanoids who regard you with huge and baleful eyes!

Will you attempt to flee to **–14–**, stand and fight at **–61–**, or try something else at **–85–**?

(–65–)

90. You have wandered into a dead end. Return to your last choice and proceed from there at **–98–**.

NOTE: If this is your first stop on your exploration of the tunnel, treat this entry as 20 feet of straight tunnel.

5 MINUTES (–98–)

91. After a moment's study of the cliff face, you realize that the channel not only extends to the base of the cliff, but continues on into it through what can only be the mouth of a cave.

You may examine the opening at **–16–**, or return to Dove's Bay and **–73M–**.

(–24– –40– –75– –95–)

92. A ponderous rasping sound draws your attention to **–96–**.

(–17–)

93.

SWIM

SUCCESS –.–

FAILURE –1 point drowning damage.

Roll again.

At last you pull yourself to shore, the sounds of the fish thing's rage driving you on.

Will you race down the unexplored tunnel to **–11–**, or retrace your steps to the mouth of the cave and **–38–**?

5 MINUTES (–69–) 2 RP

94. The tunnel makes a right turn here. Return to **–98–** and press onward.

5 MINUTES (–98–)

95.

SPOT HIDDEN

SUCCESS -**91**- FAILURE -**44**-

5 MINUTES (-20-)

96. A soul-numbing chill courses up your spine as you glance at the statue - and realize that it is breathing!

Even as you watch, the creature unfolds itself, turning its baleful, hate-filled eyes upon you!

SANITY

SUCCESS - 1 SAN/-**21**-

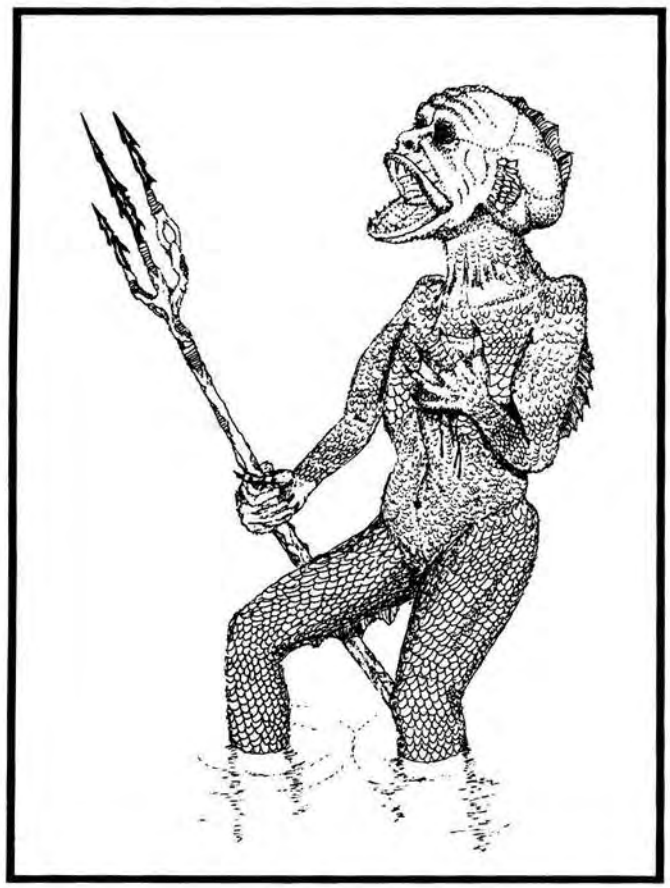
FAILURE - 1D10 SAN/-**68**-

(-72- -92-)2 RP

97. A slimy, grey-green creature with bulging eyes and an unnaturally wide mouth lined with razored fangs which lumbers towards you, croaking in what can only be inhuman rage!

Make a desperate rush to -**22**-!

(-18- -73-) 2 RP



98. To explore this tunnel system, roll 1D10 and consult the chart below.

ROLL	GO TO
1	-62-
2	-43-
3	-70-
4	-19-
5	-94-
6	-39-
7	-66-
8	-15-
9	-90-
10	-23-

Assume 20 feet of relatively straight tunnel between rolls.

NOTE: These tunnels all slope gently downwards, so if you are mapping and passages seem to intersect where they shouldn't, assume that the slope has taken you beneath the level of the tunnel previously mapped.

(-8- -11- -16- -47-

-48- -52- -74- -79-)

99. Tall spires of rock are grouped around you in towering clusters, making this section of beach quite secluded and peaceful. Will you rest here at -**24**-, or attempt to cross the channel at -**71**-?

10 MINUTES (-75-)

100. Pulling yourself onto the rocky islet, you find yourself surrounded by enormous wealth!

Will you stuff your pockets at -**2**-, examine the idol at -**72**-, or examine the statue at -**37**-?

(-49-)

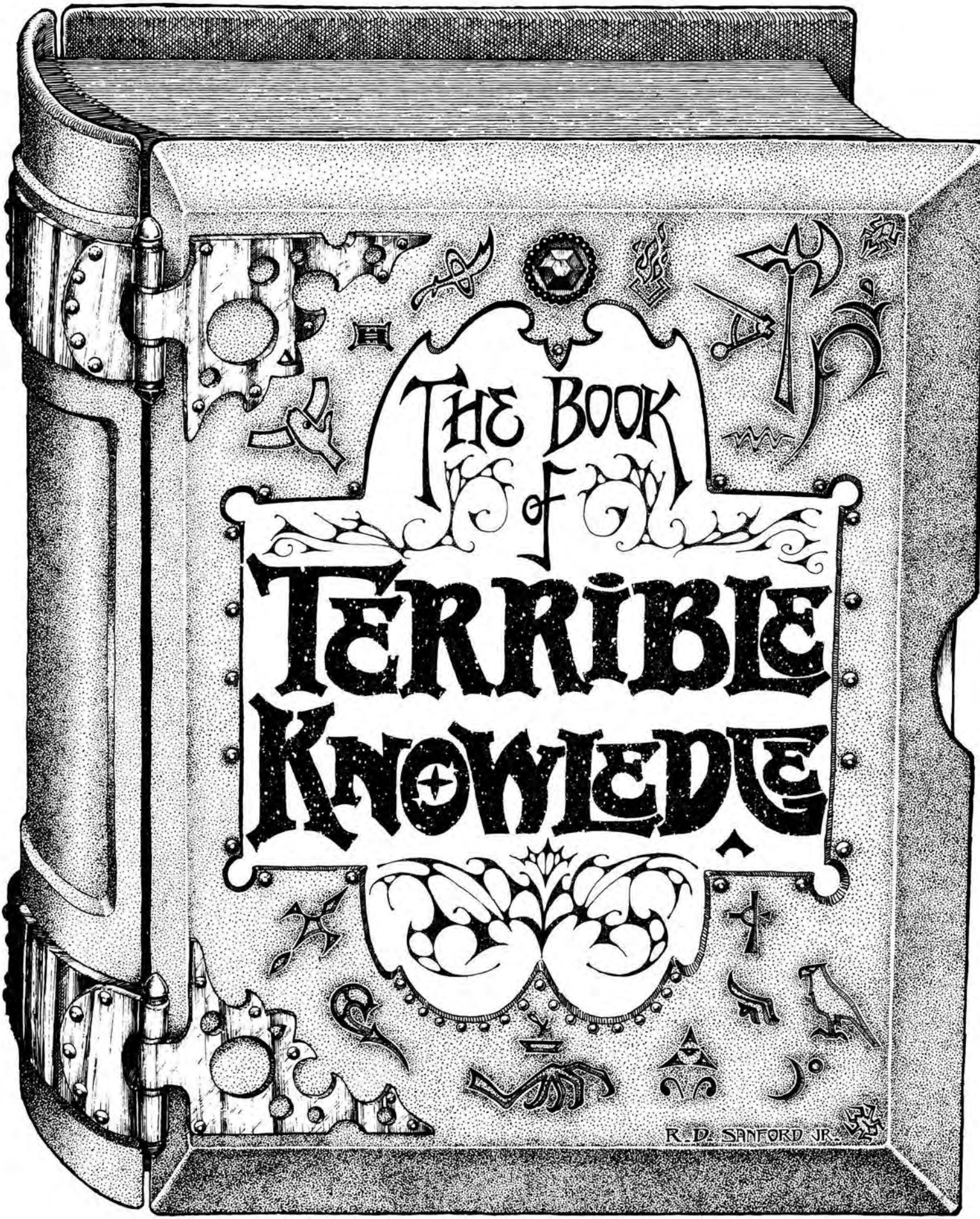
101. You sustain 1 point of drowning damage. Return to -**50**-and try again.

5 MINUTES (-50-)

102. You have stumbled upon some smuggler's cache of illegal alcohol!

Will you report this to the Sheriff at -**4**-, or say nothing and do something else at -**47**-?

5 MINUTES (-51-)


THE BOOK OF
TERRIBLE KNOWLEDGE
R. D. SANFORD JR.

GRIMROCK ISLE – A GROUP SCENARIO

By Michael Szymanski

PLAYERS' INTRODUCTION

The Keeper should select an Investigator – preferably a parapsychologist – and give him/her Tobias Armbrewster's Letter (Handout GI–1).

Mr. Armbrewster will be very happy to receive the Investigators' call, but he will say very little about Grimrock Isle, stating uncomfortably that "it is not something I would wish to discuss over the phone."

A successful Fast Talk roll will elicit a few hints from the realtor concerning "strange goings–on, mysterious lights, and a number of unexplained disappearances."

Armbrewster will urge the Investigators to proceed with all possible haste, for he is anxious "to have the entire unsettling affair over and done with."

KEEPER'S INTRODUCTION

Dove's Bay is a veritable hotbed of evil and otherworldly vileness lurking just beneath the surface of a sleepy seacoast retreat of the well–to–do. Most of the town's oldest families are tainted by the touch of the Mythos, and serve willingly Great Cthulhu and the other evils which worship it.

While the hauntings at Grim House are most certainly genuine; they are being used by the minions of Cthulhu to lure unsuspecting victims to their doom at the hands of a vile human monster named Lazarus Grim.

And what better victims than those despised champions of Humankind or the curious seekers after occult knowledge who, through their researches into the paranormal, have stumbled upon the darkling reality of the Cthulhu Mythos.

But there are other mysteries to be found in and about Dove's Bay, and while few have no real connection to the main plot of this scenario, they are no less dangerous and deadly; they will also supply a sufficient number of false leads to keep the players guessing as they conduct their investigation of Grimrock Isle.

Many of these lesser evils may be encountered individually by the Investigators through the various Solo Handouts accompanying this scenario. Whenever a player elects to go to a specific location in Dove's Bay, simply hand him/her the appropriate Solo and let events proceed from there.

Each Solo has a specific title which is clearly printed on the cover page. These titles will be used throughout this scenario description to avoid any confusion. So if, for example, a player wishes to go to Palmer's Orchard, you simply hand over the Solo titled "Palmer's Orchard."

Should more than one player wish to go to a given location, they may share the Solo and decide together how they shall proceed. Each player may make any of the rolls requested in the Solo, including those for combat.

Players will receive instructions in the Solos to help them along, such as "You may read Handout GI–3." This will free you to continue with the main scenario without having to be concerned about the party splitting up and getting bored while you deal with someone else.

The Keeper should inform any Solo players that once they chose to go to Entry **–73M–**, they will return to the group scenario and can rejoin their fellow Investigators whenever they wish.

A GRIM HISTORY

Lazarus Grim and his wife Alma came to Dove's Bay in 1843, upon completion of construction of Grim House. This was the ideal location for Grim, for he had for some time been a devout worshiper of Cthulhu, and required a place of guarded seclusion where he and his wife could continue their traffick with the sea–dwelling minions of the Elder Gods.

The marriage of Alma and Lazarus was one of pure convenience. No love was lost between the two, but Alma needed the knowledge Lazarus possessed, while he needed the wealth which came with Alma's hand in matrimony.

As she grew in power, Alma sought ways of doing

away with her husband, but in the end her scheming backfired on her. She died by Lazarus' hand, her body consigned to the dark depths of the sea.

Free of Alma's plotting, Lazarus turned his full attention to the service of his dark god. He summoned twelve fellow worshipers to Dove's Bay, where they eventually established themselves under false but convincing pretenses.

It was only when Lazarus discovered the Create Time Gate spell that a grand design began to take form in his twisted mind.

If such a Gate through time were possible, could not one travel back before the time of Great Cthulhu's imprisonment, and bring the Elder God back through into the present?

The concept obsessed Lazarus, and he came to devote all of his time to the diabolical scheme. Having the spell was one thing; having the power to make it work was quite another.

With the help of his coven of Cthulhu worshipers, Lazarus fashioned the Chest Arcana, a gold, bejeweled box which acted as a storage battery for POW. Anyone touching the Chest would permanently lose 1d8 POW points unless they won a POW struggle against the trap's operative POW of 18, in which case they lost only one point.

Lazarus and his group sacrificed their own POW to the Chest as often as possible, replenishing the lost points by various foul means – and always at the expense of some innocent. But even this was not enough.

To create a Gate of such size to open so far back in time at such a specific location required a great deal of POW. In fact, it required 333 POW points to guarantee success. As this scenario opens, Lazarus will have collected 300 points of POW, and is on the verge of success, needing only 33 more points to see his life's ambition realized.

But events did not proceed as smoothly as Lazarus would have liked. He and his coven began to prey upon the citizens of Dove's Bay to feed more and more POW into the Chest, using the Dominate spell to force their victims to relinquish every point of POW in their bodies. This sort of activity could not go unnoticed for very long in so small a town, and as the list of mysterious deaths steadily lengthened, the good people of Dove's Bay came to suspect they were victims of witchcraft.

Lazarus Grim was eventually exposed, and the enraged townsfolk cornered him and two of his servants in the cellar of Grim House, consigning all three to the cleansing flames. To save themselves, the coven members denounced Lazarus, and were forced to nurture their dark practices in the privacy of their own homes. The grand design was forgotten.

But Lazarus Grim was far too determined – and evil – to die.

His body ravaged by flame, his spirit refused to depart, clinging to the body with an unnatural tenacity which strove to defeat even death. Through a horrible combination of sorcery and sheer willpower, Lazarus Grim lived on – and on...

Lazarus has become a Revenant, a supernatural creature whose lifespan has been unnaturally extended for the purpose of completing some all–important task which natural death would have interrupted. In this case, it is the summoning forth of Cthulhu through the Time Gate, the madman's very reason for being.

Through the years following his supposed demise, Lazarus has been preying on any who set foot on Grimrock Isle, draining their POW until they either leave the estate or die of what seems to be a curious wasting disease.

The spirits of Lazarus' victims are restless ones, for they can never know eternal rest until their POW, their essence, is released from the Chest. It is they who are responsible for the hauntings on Grimrock Isle, which the Investigators have been called upon to look into.

They are the bait for the Chest Arcana which, very soon now, will be ready to perform its function. All that is required now is a group of unsuspecting victims...

TOBIAS ARMBREWSTER

This is a short, rotund little fellow with a receding hairline and a pair of spectacles which are constantly slipping down his nose. He is quite jovial and polite, though he is afflicted with a slight stutter which worsens when he gets excited.

Armbrewster will appear flustered and distracted, and no little embarrassed about calling in someone to chase ghosts out of one of his properties. He will be most helpful, supplying the Investigators with a general outline of the events which have taken place over the checkered history of Grim House, but he will admit to knowing nothing specific. He will maintain that he desires "to have this entire wretched affair done with as quickly and discretely as possible."

This is all a lie. The last thing Armbrewster wants is for Grim House to be cleansed of its spirits, for then he would have nothing with which to entice new victims for his master, Lazarus Grim.

Tobias is the grandson of Patrick Armbrewster, who was second in command of Lazarus' hellish coven, the only one to know the full extent of their leader's plans. This knowledge, along with the knowledge of Lazarus'

continued existence, was passed down from father to son and, eventually, to grandson, Tobias.

To put it charitably, Tobias Armbrewster is not sane. He cheerfully sends innocent souls off to their doom, and is an active participant in a plot to release one of the dread Outer Gods. He has learned much dark knowledge from his ancestors, and through his own research he has built upon their work until he has become a powerful agent of evil.

Should his true nature be exposed, all trace of the congenial little realtor will vanish, to be replaced by a calculating, ruthless psychopath. Gone too will be the stutter, replaced by an animalistic growl that will build into a maniacal screech as the bulging-eyed madman raves at his enemies.

Armbrewster will do more than rave, however. Many spells of the Mythos are known to him, and he will use them relentlessly against the Investigators, first in an attempt to control them and return them to Grimrock Isle for sacrifice or, failing that, to destroy them utterly.

The only thing that will trigger this psychotic rage will be the Investigators' success in destroying Lazarus Grim and thwarting his plan – then his mad rage will know no bounds.

Tobias Armbrewster

STR	10	CON	15	SIZ	12	INT	14
POW	16	DEX	13	EDU	14	SAN	9
APP	10	MOV	8	HIT POINTS	13		

SKILLS: Accounting 40%, Bargain 35%, Credit Rating 40%, Cthulhu Mythos 20%, Debate 25%, Dodge 26%, Drive Automobile 45%, Fast Talk 20%, First Aid 40%, Hide 20%, History (Local) 50%, Law 15%, Library Use 60%, Listen 40%, Occult 25%, Psychology 25%, Read/Write Latin 60%, Read/Write Olde English 70%, Sneak 30%, Speak Latin 45%, Spot Hidden 50%

SPELLS: Contact Spawn of Cthulhu, Deflect Harm, Dominate, Grasp of Cthulhu, Power Drain, Wave of Oblivion, Wither Limb.

ARMBREWSTER'S INFORMATION

Once the Investigators have introduced themselves, Armbrewster will invite them to make themselves comfortable and, after a few minutes' small talk, will give them a general background of Grimrock Isle.

At this point, read Handout GI-2 aloud to the players (and don't forget to stutter).

DOVE'S BAY

The town is large enough to boast a public library, sheriff's office, and even its own newspaper, so there will be plenty of sources of information right at hand. Which is just as well, for the events of Dove's Bay were not considered newsworthy in any of the neighboring towns, much less Bangor, the nearest metropolitan city.

While large enough so that the Investigators can split up to cover more ground, it is still small enough that they can get about quite easily on foot; this is what the townsfolk do, and anyone who does not follow suit will be in for some snide remarks about laziness.

Certain Dove's Bay locations are not covered by Solos, since nothing pertaining to the case at hand will be discovered there. These locations include Enos Wade's Boat Rental, Mrs. Gordon's Boarding House, and Johnson's Bait and Tackle.

Both Doc Bloomford's Office and the Seaside Tavern are accessible through both Solo and group play, but the situations differ, and things will happen to a lone Investigator that will not happen to a group.

Should more than two Investigators seek to explore Thompson's Bridge or Bleakmoore Cemetery, they will find nothing; Those things which lurk there prefer to deal with their victims one or two at a time.



ENOS WADE'S BOAT RENTAL

Located on the northernmost dock on the bayshore, the boat rental offers three sailboats, four skiffs with outboard motors, and several small rowboats to visitors who fancy a day at sea. Enos' boat, "The Sea Queen," is available for eight hour deep sea fishing expeditions from nine in the morning till five in the afternoon on weekdays, and Saturdays during the summer months.

The Investigators can rent a skiff for $5 a day plus

fuel, but Enos will want to know if anyone has ever handled a boat before. If not, he will refuse to rent, offering instead to ferry the party over to Grimrock Isle aboard "The Sea Queen" for a fee of $25.

Enos will tell the players that, if they want to return to the mainland, they can light a lantern on the estate's dock at either 8 AM or 6 PM. He will be watching at those times, and when he sees the signal, he will come across to the estate.

Enos himself is a tall, gangly fellow whose face is concealed beneath a bushy beard and mustache. No matter the weather, he will always be found in a long black rain slicker and high rubber boots. He will be friendly enough, but a successful Psychology roll will reveal a certain edge of caution in his voice, and a wary alertness in his eyes.

Enos will offer no information concerning Dove's Bay or Grimrock Isle unless the subject is broached by the Investigators; and even then a successful Oratory roll will be required to drag any useful information out of him.

For each successful Oratory roll, Enos will reluctantly offer the following stories, to be read aloud to the players:

1st Roll	GI-3
2nd Roll	GI-4
3rd Roll	GI-5

Each roll can only be made once, regardless of who makes them. If the first roll is missed, Enos will clam up, maintaining that he "don't know nothin'."

MRS. GORDON'S BOARDING HOUSE

Run by Minnie Gordon as a guest house for summer tourists, this quaint, six-bedroom home will serve as the Investigators' base of operations while they are in Dove's Bay.

The house is typical of its kind, as is Widow Gordon, a plump, grey-haired matron with a big heart and little tolerance for any shenanegans under her roof. Mrs. Gordon will be of no use informationwise, for, as she puts it, "gossiping about your neighbors just isn't the Christian thing to do."

Mrs. Gordon is a bit hard of hearing, so the Investigators will have to speak up when addressing her, and she will still from time to time misunderstand what was said to her, her response being totally unconnected to the conversation taking place.

This little handicap will make it easier for certain of the darker elements of town and other individuals who oppose them to gain access to the Investigators' rooms.

Whenever all the Investigators are absent from the boarding house, roll percentiles. A roll of 45% or more will indicate that someone has slipped past Mrs. Gordon and paid the Investigators an unexpected visit. To determine what was left behind, roll 1d6 and consult the table which follows.

The Keeper may decide which of the Investigators is the recipient of one of these strange missives.

ROLL	RESULT
1-2	Handout GI-29
3-4	Handout GI-34
5-6	Handout GI-32

Once a message has been read once, it cannot be reused. If duplication occurs, roll again until all three notes have been received and acted upon.

NOTE: One of the short scenarios in this booklet, "Brood Haven," takes place in the boarding house, and centers around Mrs. Gordon. The Keeper may wish to introduce a few clues concerning this scenario at this time to set up that foray into horror, so that the Investigators will not have to leave Dove's Bay only to return at a later date.

JOHNSON'S BAIT AND TACKLE

Run by Milt Johnson, a retired fisherman, this general store serves merely as a source for whatever the Investigators may wish to purchase locally to aid in their investigation of Grim House. Such items could include lanterns, shotgun shells, blankets, food, rope, and other such odds and ends.

CITY HALL

There are a total of 6 items to be found here, each requiring a successful Library Use roll to locate. Should every Investigator fail their roll for a certain Handout, that Handout will become permanently unavailable. The Library Use rolls should be made for Handouts GI-6 through GI-11, each roll requiring 15 minutes of searching through piles of brittle, age-worn documents.

Upon leaving City Hall, anyone making a successful Spot Hidden roll will catch a glimpse of a man in a red knit cap watching them surreptitiously from across the street. This fellow will immediately vanish around the corner of the building, and no trace of him will be found. For more information on Mr. Redcap, see the section titled "Hutchin's Cave".

CHARLES PUBLIC LIBRARY

There are 5 books in the library which will contain information of interest to the Investigators, excerpts of which can be found in Handouts GI–12 through GI–16. Again, a successful Library Use roll is needed to find each volume.

NOTE: There is a sixth book here, titled **"New England Myths and Legends,"** which contains the story of The Headless Horseman of Ikabod Lane (Handout GI–31). This is the hook for the scenario titled "The Horseman," and can be introduced at this time either as a red herring, or to provide the Investigators with a reason for remaining in Dove's Bay a little longer.

Along these same lines, an additional Library Use roll will turn up an old, time–worn volume of **"Legend of Sleepy Hollow,"** which in itself is not remarkable. But on a successful Spot Hidden roll, the reader will become aware that a piece of parchment has been secreted in the books binding, and on this parchment will be found the note reproduced in Handout GI–30.

This note will lead the Investigators to the treasure of Geoffrey Thomas Ridley, a highwayman of the previous century, whose exploits are more closely detailed in the scenario "The Horseman."

This is another side track for the Investigators, but can also serve as a reward for having survived the horrors of Grimrock Isle.

DOVE'S BAY GAZETTE

No new information will be found in the old newspapers themselves, merely reproductions of the Accident Report and the Sheriff's Reports of Handouts GI–7 through GI–10, all of which the Investigators will automatically receive through the assistance of Duncan Kirkcaldy, the Gazette's owner.

The fresh information will come from Kirkcaldy himself, and is contained in Handout GI–17, which should be read aloud to the Investigators. This information brings to light the names Wattles, Martens, Kleetes, and Bloch; of these, only the Wattles and Bloch families still reside in Dove's Bay, and even these can provide little in the way of useful information.

JEBEDIAH WATTLES

This is a balding, middle–aged gentleman with slightly bulging eyes, whose grandfather was part of Lazarus Grim's original coven. He is innocent of any wrongdoing, and would rather forget about his vaguely remembered relative and the disturbing stories he told concerning sea demons of vast size that promised great wealth and power to those who aided and worshipped them.

On a successful Fast Talk roll, Jebediah will bring down his grandfather's diary, but it has been severely water damaged by a leaky roof, and is completely useless.

The only scrap of information the Investigators will get from Jebediah is the name "Cthulhu," which seems to have been what Grim and his coven were worshiping in their final days.

CLOVIS BLOCH

Clovis is not a very sociable man, and is content to raise and butcher his chickens, selling them to the various stores in the area. He doesn't like strangers, and it will take a Fast Talk at 1/2 to even get him to open the front door to visitors.

He is a furtive, secretive man who always seems to wear a guilty expression, even though he has nothing to feel guilty about. He knows nothing about the goings–on on Grimrock Isle, believing his grandfather was a fool to think he could get rich in any other way than hard work and honest living.

In the cellar of his house, beneath a slab of granite on which rests 3 crocks of rotting chicken organs, is the entrance to an unused network of tunnels that were once part of the underground railroad that assisted escaped slaves in their flight to Canada. These tunnels have nothing to do with the investigation, but the Investigators could waste some precious time exploring them.

BLEAKMOORE CEMETERY

As previously stated, nothing will occur in the cemetery if the Investigators should come here as a group. Only the person who received the unsigned note left at Mrs. Gordon's should be allowed to run through the Bleakmoore Cemetery Solo.

Bleakmoore is the home to a large clan of ghouls, who venture up from the netherworld to feast on the newly dead of Dove's Bay. These creatures are from Earth's Dreamlands, and they have a route into that realm hidden away deep in the heart of their warrens.

There is a chance that the group might discover the entrance to the ghoul tunnels. A Spot Hidden at +10% will draw attention to the fact that the door of the Wattles family vault is slightly ajar, and another Spot Hidden inside the vault will draw attention to a piece of tattered, rotting cloth caught between the lid and the body of the large sarcophagus situated in the center of the vault.

A combined STR of 30 is required to push the slab aside, revealing a flight of worn stone steps leading



down into the earth. Generating the ghoul tunnels can be done as follows:

DIE ROLL	RESULT
1	Left Turn
2	Right Turn
3	Vertical Shaft - Up
4	Y Intersection
5	Vertical Shaft - Down
6	Dead End

Assume 20 feet of relatively straight tunnel between rolls.

There will be a 50% chance of the Investigators' finding the grand chamber; begin checking after the first nine rolls.

This chamber is a vast hollow of the earth, lit by phosphorescent fungi, and littered with broken coffins from all ages – as well as the gnawed bones of their occupants. There will be a 45% chance of a group of 6 Ghouls being present in this chamber. (Treat these as average Ghouls as per the rulebook.)

Opposite the point at which the Investigators enter this chamber, there is a massive stone arch, on which has been inscribed all manner of disturbing glyphs and symbols. Beyond it is a tall, narrow tunnel which opens up into another chamber, this occupied by a great shaft which seemingly descends into the very bowels of the earth.

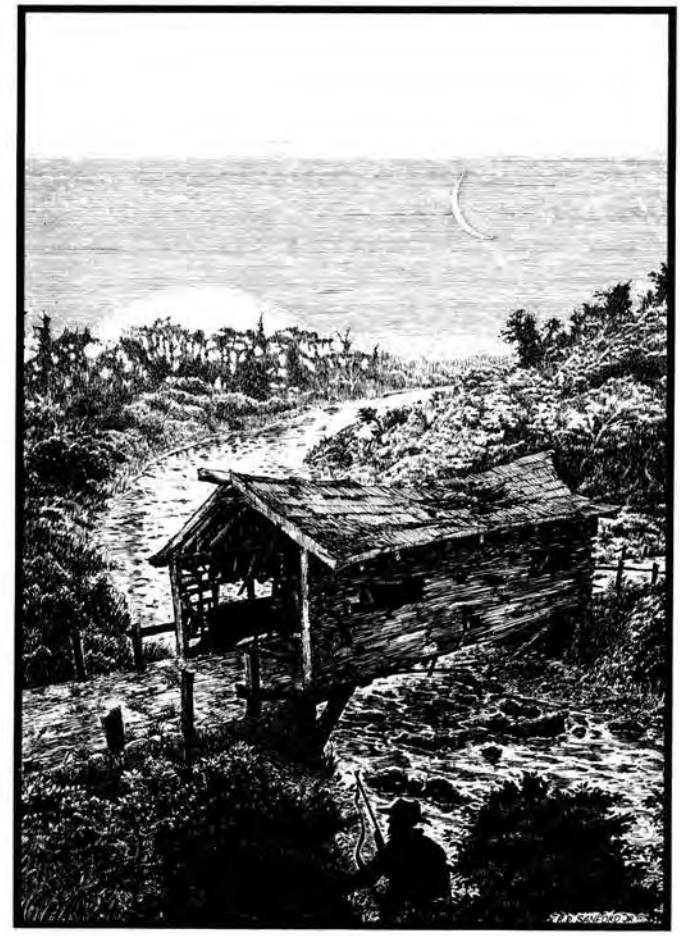
This is in fact the Ghouls' egress into the Dreamlands, and should they venture down the very narrow ledge spiralling down the inside of the shaft, the Investigators will find themselves in the Vale of Pnath at the foot of the Crag of the Ghouls. The Keeper is invited to employ his/her imagination to the fullest should the Investigators be foolish enough to remain.

At the very lip of the shaft, there stands a small altar of broken stone, and a successful Spot Hidden roll there will reveal that one of the stones is covering an old, half rotted book, which bears the information contained in Handout GI–24.

Again, these tunnels are intended to sidetrack the Investigators, and to use up the two weeks they have in which to solve the Grimrock Isle mystery; the Keeper should exercise his/her own judgement as to exactly how long to stretch this little adventure out.

THOMPSON'S BRIDGE

This is where a potential ally will request a meeting with no more than two Investigators to reveal what he



knows of the situation in Dove's Bay. Gleason Bailey has been in town for some time now, looking into the disappearance of a friend and fellow Investigator.

Gleason has had many encounters with the Mythos in the past, and he will gladly assist anyone opposing the evil forces which have claimed Dove's Bay. But first, he will make absolutely certain that the Investigators are on the side of good before contributing the information contained in Handout GI–27.

Upon delivering his information, Gleason will take his leave, requesting that they meet again at midnight the following evening, the location being McKeirnan's Lighthouse; he will of course advise caution at all times. The Keeper should employ this character to assist the Investigators whenever the need arises, but do not overdo it, lest the players start depending on Gleason to save their bacon for them!

A Chance Encounter

Before the arrival of Gleason Bailey, there is a 45% possibility of a second meeting here on the bridge, though this of a much more chilling nature. Should this occur, the Investigators present should be allowed a Spot Hidden roll to become aware of a dark figure in a trenchcoat and fedora approaching them out of the mist. If this roll is missed, the Investigator will be quite startled when the figure seemingly appears beside them out of nowhere.

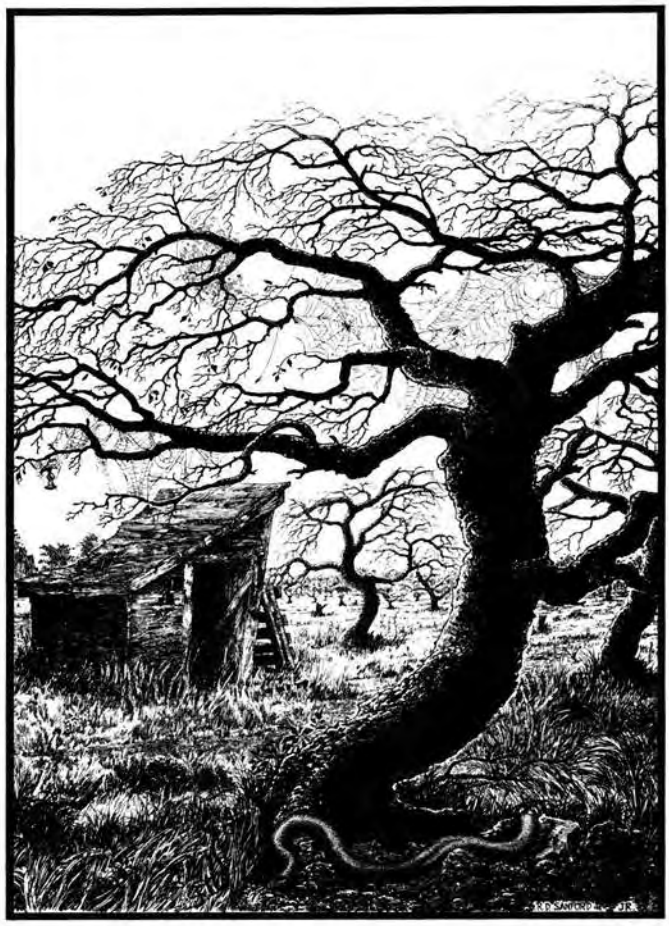
The figure will greet the Investigators cordially. The figure will inform the Investigators that he knows the reason for their presence in Dove's Bay, and that he has come to give them a warning, stating that his knowledge comes hard–earned from experience. He will thereupon reveal the information contained in Handout GI–25.

This personage will never reveal his face, but should anyone make a successful Spot Hidden roll, they will immediately be required to make a Sanity roll (–1D4 SAN, or –1 SAN on a successful roll).

What they will see is the withered, sunken face of a dead man, for this is the ghost of one of Lazarus Grim's many victims, and is in fact the very fellow Gleason Bailey has been looking for! If this discovery is made, the apparition will say its piece and simply fade away into nothingness. If his true nature remains a secret, he will have his say, bit the Investigators a good night and walk off in the direction from which he came, fading back into the night mist.

PALMER'S ORCHARD

The only reason the Investigators will have for coming here will be a search for the treasure of Geoffrey Ridley, a local highwayman, whose spectral



manifestations are revealed in "The Horseman," a scenario which follows in this booklet.

The treasure indeed exists, and is buried beneath an apple tree near the center of the orchard, a tree whose trunk has been split in the shape of a lightning bolt. A successful Spot Hidden at half, followed by a successful Idea roll at half is required to spot the tree and realize this is the correct one. The treasure consists of a chest of gold coins presently valued at $10,000.

The Mi–Go

If they are in the orchard at night, there will be a 45% chance that the Investigators will notice a weird buzzing sound coming from a grove of wild apple trees nearby. Investigation of this sound will lead the Investigators into a confrontation with three of the Fungi From Yuggoth, who are here to bury the brainless corpse of their most recent victim.

For purposes of combat, these Mi–Go may be treated as average Fungi, except that one of them possesses a strange, rodlike weapon with a crescent–shaped prong at the end. This fellow will have a 25% chance to hit with this device, which throws out a bolt of shimmering blue electrical energy that will completely fry any target it strikes. Investigators should be

allowed a Dodge roll at +15% should this weapon be fired at them.

After the Mi-Go misses three times with his weapon, the entire group will take to the sky and flee back to the hills east of town. They will leave behind the corpse, which will cost 1D6 points of Sanity to see, or 1 point on a successful Sanity roll.

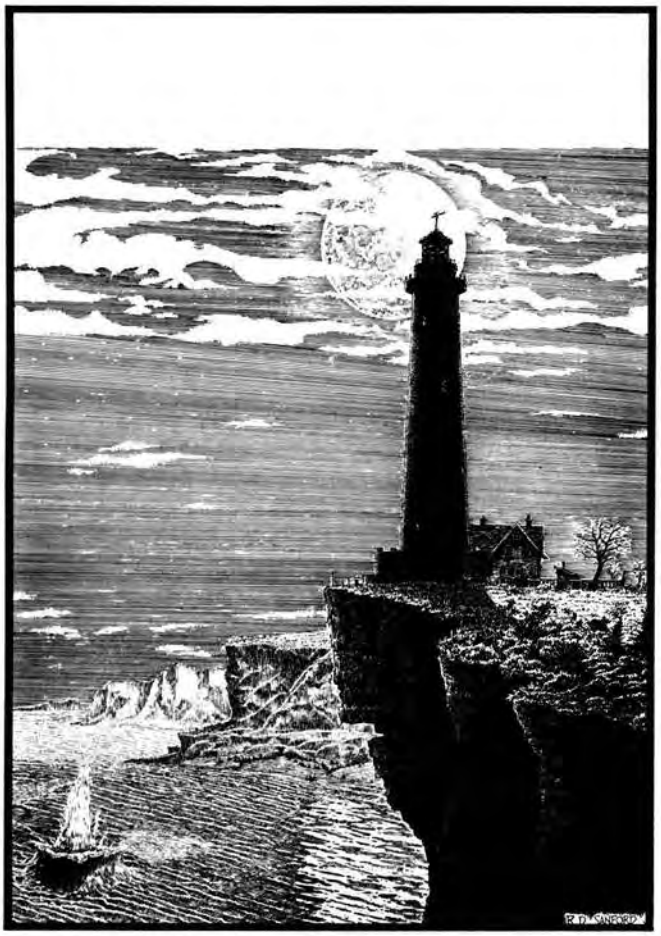
What they do with the body is up to the players, but Sheriff Ekhart will not look kindly on any strangers who present him with a mutilated corpse they just "happened" to find in an old apple orchard.

This confrontation can be used as the hook for "Curious Goods," a scenario involving the Mi-Go which follows in the book.

MCKIERNAN'S LIGHTHOUSE

This location is more than a red herring; it is a trap, into which the Investigators will be lured by Tobias Armbrewster if he feels that they are too close to succeeding in the investigation of Grimrock Isle.

It is he who will leave the note at Mrs. Gordon's (Handout GI-35), luring them to the abandoned lighthouse in the dead of night, where he will call forth a Spawn of Cthulhu to destroy the lighthouse and all those trapped inside it.



The Keeper should exercise his/her own good judgement as to when the Investigators are getting to close to solving the mystery. Also, if Gleason Bailey has suggested this location as a meeting place, wait until this meeting has taken place before baiting the party with Armbrewster's note.

At this meeting, Gleason will reveal that he has learned little more since their last encounter, except that he suspects that Lazarus Grim is involved in some dire plot to release one of the dread Great Old Ones from its eons-long slumber, and that the success of such a plot would be disastrous for the human race.

HUTCHIN'S CAVE

This is a total red herring, and no useful information can be gathered here. There is a group of smugglers operating in Dove's Bay; they deal mainly in illegal alcohol brought in from Canada, and they use several out of the way locations in which to store their merchandise. One such location is Hutchin's Cave.

The gang is led by Jakob Herring, nicknamed "Red" for the red knit cap he always wears. It is he who is spying on the Investigators. Jakob wrongly believes that the Investigators are actually FBI agents come to Dove's Bay to break his smuggling ring, a circumstance he does not appreciate in the least.

Of course, many of the Investigators' actions will strengthen Jakob's suspicions: visiting the Sheriff, City Hall, and the Gazette will seem like the Investigators are touching base with local authorities and researching background and constructing evidence for their case.

Red Herring is exactly what his name implies; he has nothing to do with the case at hand, but he can be used to muddy the waters and, seeing the group as a threat, he will no doubt take steps to harass the Investigators, and if possible see to it that they come to some serious – and permanent – harm.

At the moment, Jakob and his band are operating out of Hutchin's Cave, where a large supply of Canadian whiskey has been stashed. The smugglers will come to the cave only at night, though if Jakob makes a successful Spot Hidden roll as the Investigators are leaving town, he will follow after, bringing along his shotgun and the determination to use it.

At night, there will be 3 smugglers present in the cave. There will be a 50% chance that a deal will be in progress, in which case Jakob will also be present, along with a buyer, and all will be armed.

Jakob Herring

STR	13	CON	14	SIZ	14	INT	14
POW	12	DEX	15	APP	12	SAN	60
MOVE8		HP	14	DAMAGE BONUS +1D4			

SKILLS: Bargain 50%, Camouflage 35%, Climb 30%, Dodge 40%, Fast Talk 45%, First Aid 30%, Hide 30%, Jump 45%, Listen 45%, Make Maps 45%, Psychology 20%, Sneak 40%, Spot Hidden 45%, Swim 50%, Throw 20%, Track 35%

WEAPON	ATTACK %	DAMAGE
12–g. shotgun	30%	4D6
Knife	35%	1D4+2
Club	40%	1D6+1D4
Punch	60%	1D3+1D4
Kick	35%	1D6+1D4

The Smugglers

STR	14	CON	15	SIZ	15	INT	12
POW	12	DEX	13	APP	11	SAN	60
MOVE8		HP	15	DAMAGE BONUS +1D4			

SKILLS: Camouflage 30%, Climb 30%, Dodge 30%, Fast Talk 25%, First Aid 20%, Hide 30%, Jump 45%, Listen 35%, Make, Psychology 10%, Sneak 30%, Spot Hidden 45%, Swim 40%, Throw 30%, Track 45%

WEAPON	ATTACK %	DAMAGE
12–g. shotgun	20%	4D6
Knife	45%	1D4+2
Club	50%	1D6+1D4
Punch	65%	1D3+1D4
Kick	35%	1D6+1D4

GRIMROCK ISLE

This is a relatively large island – roughly a quarter mile in diameter – located right in the center of the bay. From its rocky base, a dense pine forest rises, obscuring most of the mansion, save for its topmost peak, which can be seen from town on a clear day.

A rotted, slime–slick dock protrudes from the edge of the island, and at its base, a narrow, wildly overgrown trail wends off into the shadows beneath the pines. A short distance into the woods, this trail branches, the left fork leading to the mansion itself, while the right fork follows the shore of the island to a clearing in which stands a stone tower which was once used as a playhouse – and for other, darker purposes.

There is no animal life on the island, and anyone making a successful Listen roll will soon become aware of the unnatural silence which hangs about the place. Beyond this, there is nothing untoward to be discovered on the grounds themselves.

THE PLAYHOUSE

This is a 50 foot high tower of native stone, with a weathered door at its base, and a flight of worn, slippery stairs winding up and around the outside wall to a narrow door which affords access to the second level. A successful Climb roll at +15% is needed to negotiate these steps, a failure here resulting in a tumble that will inflict 1D2 points of damage.

The first level contains a stage, and an area of piled rubble and debris where the audience seats should have been. To the right on entering, a flight of wooden stairs ascends to the level above, but the wood is rotten, and a Luck roll is required by each Investigator to keep from stepping on a completely rotted step.

Should such an event occur, the unfortunate Investigator will plunge into the dark cavity beneath the staircase, which has become the nesting place for a horde of large, bloated spiders, which will swarm over the intruding Investigator, biting and stinging, and calling for a Sanity roll or the loss of 1D6 points of Sanity, or 1 point on a successful roll.

If the Sanity loss is 5 or more points, this Investigator will be afflicted with Arachniphobia, a morbid fear of spiders.

THE MANSION

Grim House began as a typical Victorian style mansion of native stone and oak, but the aura of evil invested within it has transformed it into a brooding, secretive hulk harboring no warmth or comfort. It is a hostile place, occupied by the souls of the dead, the captured victims of Lazarus Grim.

PSYCHIC PHENOMENON

These victims are capable of manifesting themselves in a limited fashion in and immediately around the mansion, and they will do so in an attempt to warn the Investigators of the threat which awaits them inside. These visitations, however, could very well be taken by the Investigators as an attempt to frighten them off; thus, the Keeper should keep all information quite vague.

Upon first opening the front doors of the mansion, the Investigators will be caught in a frigid wind blowing out of the house. A successful Listen roll will call attention to a chorus of whispering voices riding the wind, voices which warn the intruders to "Get out!"

There is a 1/1d4 SAN loss for hearing these voices.

There will be a 45% chance of such an encounter in the tub area of the Bathroom on the second floor. The Investigators will notice that the tub is filling up with blood; when it is nearly to the rim, the form of a woman will form from the blood and beg the Investigators to release her from her torment, to "release me from my golden coffin where I reside with all the others."

The bloody figure will then explode, vanishing just as it seems the sticky red mess will drench the Investigators. This sight will cost 1/1D4 points of Sanity.

Supernatural phenomena of a more mundane nature should follow the Investigators all through the house, and the Keeper is encouraged to let the imagination run free with incidents of floating objects, chalk writing on the walls, strange voices and footsteps, and encounters with spectral figures.

ENCOUNTERS WITH LAZARUS GRIM

One such figure will be far more dangerous than any of the other supernatural occupants of Grim House. Lazarus Grim, the undead revenant, prowls his darksome lair, waiting for the opportunity to confront a lone Investigator and trap his/her soul in his Chest Arcana, a golden, gem-studded chest which serves as his POW battery.

Into the Chest is placed all the POW Lazarus steals from his many victims, to be used later to create a Time Gate back to the time before Cthulhu was imprisoned, thus allowing the Great Old One to step forward into our time and begin his reign anew.

Whenever a victim loses a POW struggle against the chest's POW of 18, the very soul of that victim is drawn into the chest, where it is transformed into a dancing spark of bright white light. The chest is capable of draining 1D6 points of POW per round, and will continue to do so unless the victim wins the POW struggle.

While the chest is an arcane device, it can still be destroyed by normal means, such as smashing it on the floor. Once the chest is destroyed, all the captive souls inside will be released, and the sudden realization of his failure will be too much for Lazarus grim.

Screaming in frustrated rage, he will crumble to dust before the Investigators' eyes as his true age catches up with him. This sight will cost 3/1d6 points of Sanity to all viewers.

Anyone attempting to wrest the chest from Lazarus' grasp will suffer an automatic 1 point of POW loss per round he or she is in contact with it; this loss is permanent. A STR vs STR roll is required once per round to pull Grim's arcane device free of his grasp. and for every failed roll, another POW point is lost.

Lazarus Grim

STR	13	CON	17	SIZ	16	INT	18
POW	19	DEX	14	EDU	18	MOVE	8
SAN	0	HP	16	Damage Bonus: +1D6			

APPLICABLE SKILLS: Cthulhu Mythos 45%, Dodge 65%, Hide 85%, Jump 50%, Listen 45%, Occult 75%, Sneak 60%, Spot Hidden 55%

SPELLS: Become Revenant* Contact Deep Ones, Contact Spawn of Cthulhu, Contact Cthulhu, Create Gate, Create Chest Arcana*, Dominate, Voorish Sign

*These spells cannot be learned by another, since Lazarus has destroyed the books which contained them, as well as all notes pertaining to them.

ARMOR: All impaling weapons do minimum damage, though a critical impaling attack will do 2 points. Because of his nature, Lazarus is able to regenerate up to 5 points of damage per combat round.

THE FINAL CONFRONTATION

Lazarus' lair is the cellar, in the vicinity of the pool. If discovered, he will always attempt to flee there to summon a Spawn of Cthulhu to deal with the Investigators; the Keeper may use the stats for an average Spawn from the Rulebook. This hulking horror will emerge from the pool, which is now a channel to the sea, and once it arrives, it will proceed to bring the house down upon the Investigators.

Anyone in the cellar must make 3 successful Dodge rolls to reach the safety of an exit, a missed roll inflicting 1D4 points of damage from falling debris.

CLEANING UP LOOSE ENDS

The Investigators must vanquish Lazarus Grim in order to gain the minimum 1D10 points of Sanity reward. If they can do this and also deal with Tobias Armbrewster, that reward should be doubled. If both can be accomplished without the destruction of Grim House, the Investigators should receive another 1D6 points.

If the house is destroyed and Lazarus Grim remains undefeated, there will be a 1D10 penalty for total failure.

Of course, the destruction of Grim House and the possible death of Tobias Armbrewster will not be taken lightly by Sheriff Ekhart, and the Keeper may use this to make things a little hot for the Investigators once their task in Dove's Bay is completed.

CURIOUSGOODS

KEEPER'S INFORMATION

Bella Tutraken, the curious little Romanian proprietor of the quaint Dove's Bay antique shop, The Antique Attic, has long been a friend and ally of the alien Fungi from Yuggoth. For close to fifty years the Mi-Go have been active in the declining coastal town, studying the feeble homosapiens and mining certain rare minerals from the quiet countryside. These activities have mostly gone unnoticed by the township, and the few actual sightings of the Fungi have been explained away by the superstitious as woodland phantoms.

Because of his secret and close association with the Pluto-based aliens, Tutraken has access to voluminous quantities of Mythos lore, tomes and artifacts - and in certain closely guarded and whispered circles he has become known as a man who can obtain almost any Mythos materials... for a price.

Payment for such obtained items is extracted from the POW or SAN of the person for whom the darkling artifact was procured; at times the Fungi have collected the living brain of the individual.... Such is the price of dealing with the outre forces of the Cthulhu Mythos.

Recently, a group of students from legend-shrouded Miskatonic University journeyed to Dove's Bay to look into certain folktales of New England - folktales about strange noises in the hills and woods, and of unusual things seen flying through the night skies. These foolish youths sadly uncovered more than they were prepared for, and they fell prey to the fungal Mi-Go. Two of the students - Gary Hartford and Max Wentworth - died at the torturous nippers of the Fungi, their brains removed and stored away in weird canisters. The third student, Jason Cutler, was found by State Police walking aimlessly through the woods. Having suffered a great shock, Jason Cutler is now a resident in Larkin Institute, back in Arkham. The bodies of Gary Hartford and Max Wentworth have not been found, and the Maine and Massachusetts State Police, as well as the Dove's Bay Police, are conducting a search for the missing boys.

INVESTIGATORS' INFORMATION

It is fall of 192_. The investigators are approached by Arkham authorities and asked for their assistance in locating the missing Miskatonic students. It seems that the parents of the missing boys are putting pressure on the University to conduct its own investigation into the strange case. A reward of $1,000 has been offered by the families of the missing students and the University for information leading to the resolution of this case, and the University will also pay the investigators each $20.00 a week for their part in helping to find the boys.

THE ARKHAM POLICE STATION

Detective Mickey Harrigan is assigned to the Hartford, Wentworth and Cutler case. He is a friendly young man eager to assist the investigators in their own end of the investigation, but he has little to share with them. All Harrigan can tell the investigators is that apparently the boys left Arkham mid-day on a Thursday, and arrived in Dove's Bay, Maine late the next day. The three friends checked into a room at Mrs. Gordon's Boarding House, 64 Ashton Lane and went about exploring the old coastal town. Late that Sunday night the Maine State Police discovered Jason Cutler in the woods a few miles south of Dove's Bay: Gary Hartford and Max Wentworth have yet to be found. Jason Cutler is now a resident at Larkin Institute.

LARKIN INSTITUTE

Located at 166 E. Pickman Street in Arkham, this private psychiatric hospital is where Jason Cutler is currently residing. The investigators are given access to Cutler if they can make a successful Credit Rating, Oratory or Fast Talk roll to the Institute's founder, Dr. Parker Larkin. If the investigators fail the required skill rolls, they are politely yet firmly turned away. Should they attempt to sneak into the Institute and are caught by Larkin or his staff, the investigators will be unceremoniously arrested and locked up in the Arkham jail for breaking and entering.

A once handsome and active young man, Jason Cutler is now a silent, somber youth. He sits all day staring out the window silently. Since arriving at the Institute Cutler has not spoken a word; when he replies, it is in the form of a weak nod, shrug or shake of his head. A successful Psychoanalysis roll on the part of an investigator will entice Jason to verbally answer 1D3 questions; after this young Mr. Cutler will respond no further to any of the investigators' questions.

Note: Jason's tortured mind blocks any specific memories of the Mi-Go or the exact events of the night the boys were attacked by the Fungi.

MISKATONIC UNIVERSITY

If the investigators ask around the campus of the Miskatonic University about Jason Cutler and the two missing boys, a successful Luck roll will allow them to discover that the three boys were interested in some vague legends of the area, and had recently taken some old monograph out of the university library.

Dr. Henry Armitage, director of the library, knows that the old monograph the investigators are referring to would be the Eli Davenport monograph of 1839. This monograph is a collection of old folk tales and Indian lore regarding the activities of the Fungi from Yuggoth in New England (English, +2% Mythos knowledge, -1D2 SAN and no spells).

The three students lived in the East Dormitory on the campus of the university, although their rooms will reveal nothing of any importance except for a map of the New England coastline found in Max Wentworth's room. A red line drawn on the map clearly shows the boys route from Arkham to Dove's Bay.

OFF TO DOVE'S BAY

Autumn has come to Dove's Bay, Maine. The salty air is crisp with a frosty bite that heralds the approach of winter's cold reign. Gulls shriek in the clear blue skies overhead and the ocean's powerful waves thunderously crash against the rocky coast along Dove's Bay, sending fishing boats bobbing in the foamy water. Quaint leaf-strewn lanes are aglow with a soothing golden aura shed from maples and elms, and the screaming reds of oaks and sumacs brilliantly accent the cool green of pines. Baskets filled with pumpkins, apples and beautiful Indian corn greet visitors journeying along the cool New England lanes and through the famous covered bridges, and the leaf-dropping maples are being milked of their gloriously sweet sap. Yes, autumn has come to Dove's Bay. It will take the investigators roughly 17 hours to drive from Arkham to Dove's Bay.

The small, crumbling fishing village quickly takes note of any outsiders and while they are not treated unkindly there is still a certain uneasiness the investigators may feel while in town.

MRS. GORDON'S BOARDING HOUSE

This once-regal, sprawling New England mansion on 64 Ashton Lane has been converted into a boarding house by the widow Gordon. Minnie Gordon lost her fisherman husband to the ocean many years ago, and has taken to boarding visitors and young people to bring in some form of income. A room can be had for $2.50 a night or $75.00 a month. The rooms are of good size and are very clean. Guests share a community bathroom. Meals are served in Mrs. Gordon's quaint dinning room at 7:30 AM, noon and 5:30 PM.

Mrs. Gordon clearly recalls the three students from Arkham, and when asked about them she says that they seemed like very nice boys. She did not see much of them, however, as they only ate a meal or two with her. They checked into their room after dark on Friday and then quickly left the boarding house, came back very late that night, and then were off again early the next day. They never came in Saturday night. Mrs. Gordon recalls the young men asking directions of her but does not recall now just where they said they were heading.

Kindly Minnie Gordon will escort the investigators to the attic room that the three students rented from her (Room P – see map in "Brood Haven") if they wish to see it. As she unlocks and swings open the door she proudly states that she has kept the room locked and that no one has been in the room since the police.

The room is furnished with one large bed, a dresser, two chairs and a lamp; the one large window is wide open, the crisp and damp fall air freely blowing in, the bed is unmade and there are men's clothes scattered about the room. While such might be expected from a room shared by three teenage boys, there is something a bit unsettling about the state of this room.

A successful Idea roll alerts the investigators to the fact that the room may have been searched already. Mrs. Gordon confirms any suspicions the investigators may have when she gasps and claims that this room was not in this condition after the police left it, and that she is sure the door hadn't been opened.

A successful Spot Hidden roll finds a copy of the weekly **Dove's Bay Gazette** under the dresser. A pair of ads have been circled in pencil – one for the Antique Attic and one for the Barker Lane Bookshop.

If the investigators think to check the window, they find several strange scratches in the wooden sill.

Mrs. Gordon does not remember if the window was left open or not, but if an investigator can make a successful Luck roll the old woman does remember there being a notebook in the room that is now obviously missing.

The Mi-Go came in through the attic room window, searched the room and then made off with the

notebook in which the students had collected the legends and notes about the Fungi.

Mrs. Gordon will be of as much assistance to the investigators as she can be, however she does not allow them into the basement of the boarding house, where her own dark secrets are safely hidden! (See the Brood Haven scenario for further information.)

DOVE'S BAY SHERIFF'S OFFICE

Located at 784 Belknap Street, the Dove's Bay Sheriff's Office is a small and unimpressive place. The small police force consists of Sheriff Gordon Eckhart, deputies Montgomery Abbott, Chester Krupp, and Lincoln Baldwin. Deputies walk their beats singly and no shots have been fired in this quiet New England town in well over a year. Only Sheriff Eckhart carries a gun, although there are enough for each of the deputies should a crisis arise. All of the officers carry nightsticks (used mostly to crack open walnuts, tap on walls and scratch backs!) and have 60% skill in their use. The Dove's Bay police force has two cars, although one is often being repaired.

Sheriff Eckhart will be quite uncooperative to the investigators, claiming that this is a local matter and that it is none of their business. If the investigators antagonize Eckhart in the slightest way they will find themselves locked up in one of the station's two jail cells for 1D3 days.

In reality, Eckhart suspects the true fates of the missing students, as he knows of the Fungi's presence in the area, although he is not involved with the aliens or Bella Tutraken in any way. Dove's Bay has many secrets to hide and Sheriff Eckhart does his best to keep those dark secrets protected.

The police force actually has no information of use in the case of the missing students.

Sheriff Gordon Eckhart, age 56

STR	13	CON	12	SIZ	10	INT	11
POW	11	DEX	14	APP	10	EDU	12
SAN	55	HP	11	Damage Bonus +0			

Weapons:

.45 revolver	50%,	1D10+2
Nightstick	60%,	1D6
Fist/Punch	75%,	1D3

Skills: Cthulhu Mythos 2%, Debate 75%, Dove's Bay History 75%, Drive 55%, Hide 45%, Law 40%, Listen 35%, Psychology 60%, Sneak 55%, Spot Hidden 50%, Track 25%.

THE BARKER LANE BOOKSHOP

The badly weathered wooden sign hanging at 366 Barker Lane proclaims that the Barker Lane Bookshop deals exclusively in rare and unusual books. The store is open Monday thru Friday from 6:00 PM to 9:00 PM and at other times by special appointment. The shop is a small musty, dusty place crowded with shelves, piles and boxes of old books in various languages. The shop specializes in old collections of ghost stories, classic "horror" fiction and works on the occult: the word around town is that the shop is haunted, and so the place has come to be known by locals as the "Haunted Bookshop". In reality the store really is haunted: any investigator able to roll his POW or less on 1D100 has a 25% chance of spotting the ghost, who appears as a young man in Victorian clothes carrying a candle and a book. The ghost can be spotted only after dark and is seldom seen by more than one person at a time.

The ghost is quite harmless and, as proprietor Clive Banburry will tell, has been known to point out a book sought by a customer! Other times the spirit is seen intently reading the book he carries, illuminating the pages with his candle.

Remarkably, (or perhaps with the help of the ghost?) Mr. Banburry knows the exact location of every book in his claustrophobic shop. Mr. Banburry is a friendly sort with a distinguished British accent, eager to strike up a conversation about classic literature, old books or ghosts. The greying man came to Dove's Bay from London about ten years ago but has kept much to himself, although he knows a thing or two about the town's dark secrets.

If asked, he also remembers the three Arkham students very clearly. The boys bought a copy of a book from Banburry – the Reverend Ward Phillips' **Prodigies in the New–England Canaan**. The book seller will also tell of the strange phone call he got at home on the night the boys disappeared: it was late and he had just settled into bed with a copy of Gaston Leroux's mostly ignored novel **Fantasme de l'Opera**. Banburry could not clearly understand the voices on the other end of the line, but they seemed to be young men and they were screaming something about monsters in the attic! The line suddenly began to buzz loudly with a strange static and then went dead. Thinking back on it all now he seems sure that it was those same boys. He knows nothing more.

If the investigators are looking for a specific non–Mythos book there is the following chance that Banburry has it:

- o – ghost story 40%
- o – classic "horror" fiction 20%
- o – occult 30%
- o – other fiction 10%
- o – poetry 10%
- o – other 5%

There will be 1D2 Mythos tomes found among the clutter, keeper's choice (NOT the Necronomicon in any of its versions, however).

Banburry sells most of his books for 1D100 cents + $1.00. Older and rare books (this includes any Mythos works) go for 1D20 + $20.00!

When the investigators visit this haunted bookshop a fat, warty jack–o–lantern is aglow on a book–crowded table in celebration of nearing Halloween. The jack–o–lantern is kept lit all through the night, dimly illuminating the empty shop, casting weird shadows on the huge front window and into the cold, silent street.

Clive Banburry, age 52

STR	11	CON	11	SIZ	14	INT	18
POW	14	DEX	8	APP	15	EDU	17
SAN	70	HP	12	DB: +1D4			

Weapon:

Fist/Punch	65%,	1D3+1D4

Skills: Cthulhu Mythos 7%, Dove's Bay History 30%, Library Use 75%, Occult 50%, Read/Write English 85%, Read/Write French 45%, Read/Write German 15%, Read/Write Latin 10%.

The Bookstore Ghost

INT	18	POW	17	HP	17

Weapon: Drain 1D3 POW (only if provoked): see rulebook section on ghosts.

SAN: 0/1D8.

THE ANTIQUE ATTIC

Located at 739 Campbell Street, this old clapboard building is both home and business of Romanian immigrant Bella Tutraken. The Antique Attic is one of many such shops in the Dove's Bay area and is opened 10:00 AM to 5:00 PM Monday thru Friday. The little Romanian sells various pieces of glassware, furniture, old photographs, books and other assorted bits and pieces of antique collectibles. Items in Tutraken's shop sell for anywhere from one dollar to several hundred dollars. Business is best in the summer months, when the tourists come to Dove's Bay.

The Antique Attic is a building with three stories and a basement. The ground floor and second floor house Tutraken's mass of antiques and the old man lives on the third floor in the converted attic.

The Ground Floor: Tutraken keeps the largest of his antiques here – tables, cabinets, large mirrors and other pieces of furniture. The cash register is located near the front door and during business hours 1D100 + $100.00 can be found in the old hand–crank register. The old man also keeps a loaded .32 revolver hidden beneath a shelf near the cash box (Spot Hidden at 1/4 to find it).

A successful Spot Hidden roll here discovers a very old mirror with an ornate frame half–hidden behind a large cabinet. The frame almost seems to be inscribed with weird glyphs... or are they just designs? This mirror has no unusual properties, and is for sale for 1D100+ $200.00.

The Second Floor: This is where all of the smaller pieces are kept: China, glassware, books, figurines, old photographs, artwork, etc. Items from the second floor must be taken downstairs to be purchased, as there is no cash box up here. Tutraken usually lets customers wander unwatched on the second floor, and because of this he often is robbed of small items by children and cheap adults!

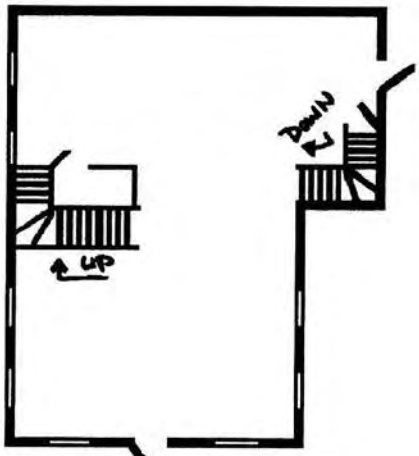
A successful Spot Hidden here finds a small dagger with a gem–encrusted blade in a drawer full of jewelry, antique eye glasses and letter openers. While it certainly is impressive to behold this dagger is of no special importance and is nothing more than an ornamental piece. The dagger is going for 1D10 + $25.00.

The Third Floor: The door to the third floor is always kept locked. This is where Bella Tutraken lives and the floor has been converted into an apartment complete with kitchen, bath, bedroom and small living space. The apartment is furnished and decorated with antiques, including many mementos from Tutraken's beloved Romania.

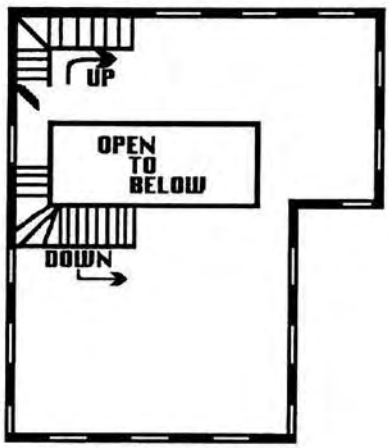
Among the furniture in the living room is a large chest secured with an enormous padlock. Old Bella always keeps the key with him and the lock is far too heavy to be cut through easily, although it may be picked with a successful Mechanical Repair roll at –15%.

This is where the antique dealer keeps his "special" pieces – Mythos books, idols and artifacts. Within the chest are the following items:

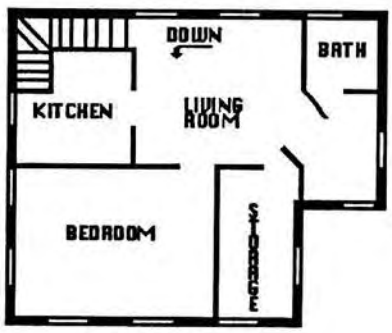
- a dog–eared copy of the Comte d'Erlette's **Cultes des Goules** (French, +14% Mythos knowledge, x2 spell multiplier, –1D10 SAN and five spells of the Keeper's choice),
- a dagger that has been enchanted for use in the Summon Dimensional Shambler spell (+40%),
- and a 16 inch statue of a creature with a cone–shaped body and tentacled lizard–like head. Four starfish–like arms spring from the body of the creature. The statue is of Zoth–Ommog and is magical – if blood is poured over the idol the Great Old One will manifest itself before the statue (probably



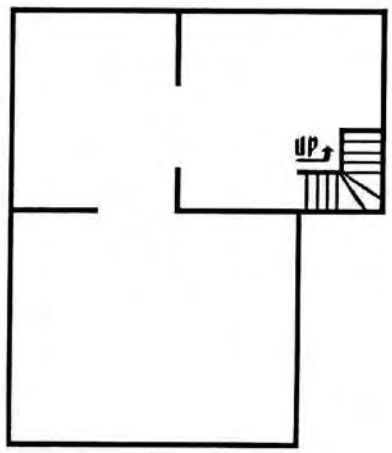
ANTIQUE ATTIC
First floor



ANTIQUE ATTIC
Second floor



ANTIQUE ATTIC
Third floor



ANTIQUE ATTIC
Basement

slaying those foolish enough to summon it). This idol is carved from some unknown blue–green stone.

- The copy of **Prodigies in the New–England Canaan** purchased by the students from Clive Banburry is also here (English, +4% Mythos knowledge, –1D6 SAN and no spells). A bookmark from the Barker Lane Bookstore is found inside the front cover.

A successful Spot Hidden roll in the living area will further uncover several letters stashed away in a desk drawer. Among the letters are several written in Romanian and posted from the village of Drovosna in Romania. While the investigators are probably unable to read these letters they deal with various Mythos topics, especially something referred to simply as "the Beast". These cryptic letters are signed with the name Baron Hauptman.

Another letter is from a Malachai Kloss from Buffalo, N.Y. In this letter Mr. Kloss thanks Tutraken for his assistance in helping him to locate a certain unnamed "arcane passage" and asks if Tutraken knows anything about something he calls the Sundial of Amen–Tet.

A successful Spot Hidden in the bedroom uncovers a strange dark urn full of dirt. Could little Mr. Tutraken be a vampire? Well, he is from Romania and that's where legend–shrouded Transylvania is! Actually he's not, but let the investigators wonder....

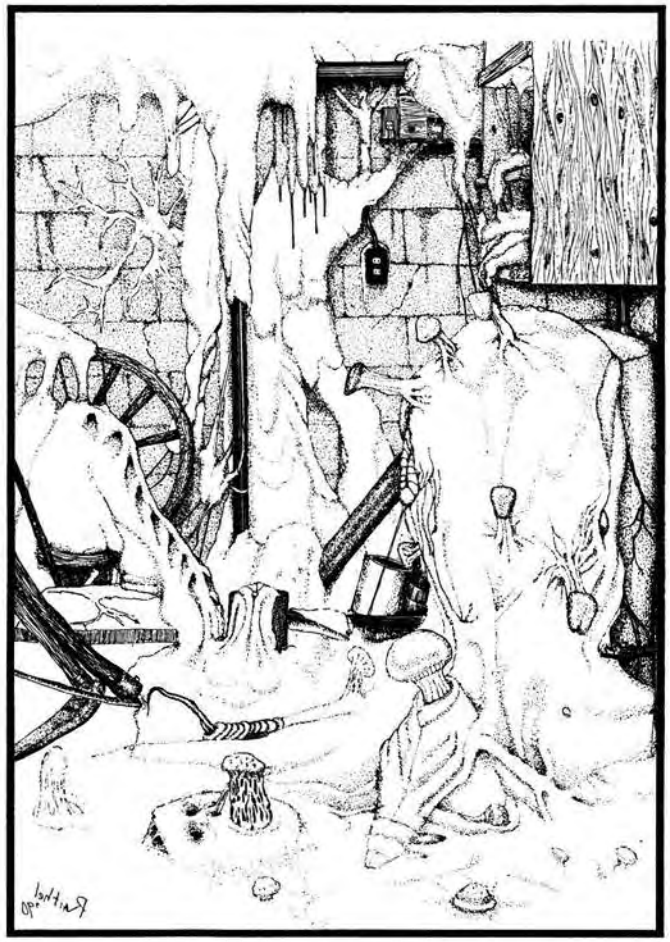
A circular trap door in the slanted ceiling leads to the steep roof of the ancient New England house. This is where Tutraken's Fungi friends enter and leave the building. A successful Spot Hidden on this door reveals odd scratches identical to those found on the attic window at Mrs. Gordon's Boarding House.

The Basement: The door leading to the basement is always kept tightly locked, for in the musty cellar of Bella Tutraken's shop are horrible and alien things....

The first thing noticed when the basement door is opened is the overwhelming stench of damp, musty rot. As the creaky stairs are descended a weird, faint glow is seen below. Stepping to the basement floor intruders are greeted with a monstrous sight; the small, damp basement beneath the Antique Attic is overgrown with horrible, festering fungal growths that quiver, sway and pulsate insanely. Deathly pale toadstool–like growths stretch from floor to ceiling, quivering mossy patches hang wetly from pipes and damp walls and other slimy fungal things carpet the floor, drip from the ceiling and cling in grotesque lumps to beams and boxes. The weird glow is coming from the various stinking plant–things. This garden of ghastly growths costs 1/1D6 SAN. A successful Botany roll affirms the investigators' suspicions that these things are not of this world. While a successful Cthulhu Mythos roll does not identify these horrible plants if the investigators have had any experience with the Mi–Go they may recognize some of the specimens.

As the investigators move about in the basement the slime–covered floor underfoot squishes sickly, and each must make a successful Dodge roll or slip on some leprous clump of mold and fall to the floor. Any investigators who fall must attempt a Luck roll: any who fail this roll find themselves in a huge, thick mass of sticky, dripping fibers. As the investigator struggles to pull himself out of this alien mass, he grabs onto something more solid and unwittingly pulls a partially–decayed arm from the mass. The investigators have found the pair of missing students: there in the slime lay the pale and bloated bodies of Max Wentworth and Gary Hartford! The tops of both of the boys' heads are missing as are their brains, and the alien fungus has begun to devour the lifeless bodies, leaving them pitted and with great patches of soft tissues missing. Disgusting toadstool–like things have sprouted from the open wounds and from the boys' eyes and mouths. This sight calls for a SAN roll or the loss of 0/1D6 points.

If no investigator discovers the bodies in this way, then the keeper may allow a Spot Hidden to uncover them.



Also in this dirt and stone basement is a series of very strange mechanical devices and several large metal canisters. If one of the canisters is broken open, a pulsating brain is discovered within (SAN roll or the loss of 0/1D4).

If the investigators have experience with the Mi-Go and their brain canisters, they may be able to hook one of them up to the strange machine (successful Mechanical Repair required) and actually speak with the brain of Gary Hartford. Unfortunately, poor Gary is now insane and does little more than sob and scream. This has a 50% chance of alerting anyone in the building or on the street outside to the investigators' presence.

BELLA TUTRAKEN, FUNGI FRIEND

Bella Tutraken often has his brain removed and placed within one of the canisters, and in this way he has visited many strange and alien worlds with his Fungi friends. If the investigators arrive while Tutraken's brain is on leave they will find his body in the basement, attached to some strange machinery which keeps it alive without the brain. The Mi-Go can remove or replace Tutraken's brain in a matter of minutes as they have surgically replaced the top of his head with a weird membranous sheath, which makes the brain removal and replacement easier. This transparent sheath is tough and impervious to damage, so it protects the brain well. The Romanian wears a toupee to cover this alien implant. Anyone who sees Tutraken without his hairpiece, brain clearly visible within his skull, must make a SAN roll or suffer the loss of 1/1D4 SAN.

Little Mr. Tutraken prefers to avoid problems; however, if the investigators snoop too much they may be set upon by the Yuggoth aliens at Tutraken's instructions.

He is a weird man who speaks in a thick Romanian accent, and while he appears gentle and kindly, he is without compassion and would not hesitate to have intruders killed (he initiated the attack on the college students, whom he feared had discovered too much – and then watched as they were tortured and their brains were removed). The Fungi have taught their human agent to read and write their complicated mathematical/glyph language, although since he can not change the color of his head he obviously can not speak it!

If the investigators know of Tutraken's reputation in the vile and shadowy circles of the Mythos-loyal, they may ask him to locate a specific Mythos tome or artifact for them. If he can obtain the item (through his alien allies), Tutraken will expect cash payment equal to the tome's Mythos Knowledge x $1,000 (thus **Cultes des Goules**, at +14% Mythos Knowledge would cost $14,000 !). A number of POW equal to half the book's Mythos Knowledge is also extracted by the Mi-Go and their alien machines. The Keeper should decide on the cost of other Mythos items, keeping in mind the guidelines set by these tomes. Tutraken and his Mi-Go companions have a basic 50% chance to locate any Mythos tome or artifact (certain more powerful items should be harder to locate, and thus more costly). The slightest deviation from an agreed-upon price or deal will result in the investigator's brain being removed and bottled by the Fungi.

After the investigators' initial visit there is a 50% chance that Tutraken will be away to some distant world with his Fungi companions, and that his brainless body will be in the basement. If such is the case, then one of the Fungi will don a waxen mask and human hands and masquerade as the antique dealer; when visitors come to call, the shop is in near darkness and the little man is seated in a chair in a corner, wrapped in blankets. When he speaks his voice is low and raspy and almost buzzes. This Fungi Tutraken will try explaining to inquisitive callers that his voice is low and scratchy and that he is wrapped in blankets because he has come down with a terrible cold. A successful Idea at -20% or a Spot Hidden will see through this disguise. In such a case a SAN roll is required for this discovery or the loss of 0/1D4 points (plus 0/1D6 for the Mi-Go).

Bella Tutraken, age 79

STR	9	CON	10	SIZ	11	INT	14
POW	15	DEX	8	APP	9	EDU	10
SAN	0	HP	10	DB:	+0		

Weapons:

.32 revolver	45%,	1D8

Skills: Bargain 80%, Cthulhu Mythos 45%, History 75%, Psychology 45%, Read/Write English 25%, Read/Write Romanian 50%, Read/Write Yuggothan 60%, Speak English 50%.

Spells: Contact Fungi from Yuggoth, Shrivelling, Wither Limb.

THE MI-GO IN MAINE

The Fungi have been active in the Dove's Bay area for many years, studying the inferior human race and mining certain minerals from the near-by woods and the rocky sea coast. Bella Tutraken has been a useful pawn of the Mi-Go, and as such they protect him and supply him with bits of knowledge and Mythos artifacts to sell to interested humans, thus spreading the darkling and insane faith of the Outer Gods and their servants.

The Fungi's activities in Dove's Bay have, for the most part, gone unnoticed: the occasional nosey intruder is quickly and mercilessly dealt with. Such was the fate of the missing boys.

The aliens have destroyed the notebook in which the students were collecting their stories and data on the Yuggothans.

All Mi-Go move at 7/9 flying and take only minimal damage from impaling-type weapons. The SAN cost for seeing these creatures is 0/1D6.

Mi-Go in the wax mask

STR	10	CON	9	SIZ	11	INT	14
POW	15	DEX	17	HP	10		

Weapon:

Nippers 70%, 1D6 + grapple

Skill: Impersonate Human 75%

Spells: Contact Deep One, Contact Ghoul, Contact Nyarlathotep.

Fungi:	1	2	3	4	5
STR	16	11	16	8	12
CON	13	13	8	12	13
SIZ	10	9	8	11	11
INT	12	13	11	9	8
POW	13	9	17	14	11
DEX	14	16	15	11	13
HP	11	11	8	11	12

Weapon:

Nippers 30%, 1D6 + grapple

Spells:

#1: Red Sign of Shudde M'ell, Wither Limb

#2: Summon/Bind Hunting Horror

THE FRUITS OF LABOR

If the investigators discover the fates of the missing boys, reward them each with 1D2 SAN and the reward from the University and families of the boys. If they bring Bella Tutraken to justice, reward them each with 1D6 SAN. If they defeat this small colony of Mi-Go, each investigators should get 6 SAN. If the investigators do not bring Tutraken to justice and he either escapes or they decide to let him go free so that they can use him to obtain Mythos books and artifacts, penalize each of them -1D6 SAN.

This case is solved....

In a musty little book store a jack-o-lantern glows eerily, patiently awaiting Halloween eve when the spirits of the dead are closest to our world... what other dark secrets does Dove's Bay hide?

THE HORSEMAN

By Scott D Aniolowski

KEEPER'S INFORMATION

A spectral horseman has been haunting the dark and lonely lanes of Dove's Bay for generations. The ghost, it is said, was a highwayman who was killed in the late 1700's and is now cursed to forever roam the desolate roads he terrorized in life. The vengeful spirit has been sighted many times over the years – mostly in the autumn season, but such sightings have often been explained away as being provoked by communing with liquor spirits! The ghostly rider has, in fact, caused the death of a few unfortunates who stumbled into his deathless path.

The headless spirit was, in life, Geoffrey Thomas Ridley. Ridley was, indeed, a highwayman and a scoundrel who haunted the darkened roads of Dove's Bay, murdering and robbing those luckless enough to come upon him in the hours of darkness. In 1799 Ridley was tried and sentenced to death for his crimes and on October 31 of that year he was put to death by decapitation. The corpse was then buried in a shallow grave in the woods outside of the town, but in 1842 was moved to a proper burial site. Ridley's body is now interred in the Dove's Bay cemetery, while his head still rests in the shallow forest grave: when his rotting casket was lifted from the soil to be moved the smaller wooden box holding his head was mistakenly left behind.

INVESTIGATORS' INFORMATION

The investigators may become involved in this nightmare ghost story in a number of ways – they may be hired to investigate and destroy the vengeful spirit, they may accidentally stumble upon the apparition (and suffer for their bad luck), they may hear the legend of the Dove's Bay Horseman and decide to look deeper into the tale, or a friend or colleague may fall prey to the dark rider.

THE CHARLES PUBLIC LIBRARY

The small public library that services the folk of Dove's Bay is located in an old brick building at 202 Leroux Street. The library, named after Dr. L. Grant Charles, consists mostly of books donated from the estate of the late Dr. Charles in 1858. Grant Charles was a student of classical literature, and so the small building houses thousands of volumes of European and American fiction. The library also has a fine collection of books on medicine and other natural sciences as well as a few basic tomes of occult lore: there are no Mythos volumes to be found in this library, however. The Charles Public Library is open from 10:00 AM until 7:00 PM Monday through Friday.

If the investigators come here in search of information on the spectral rider they quickly discover that there is nothing to be learned from this library about such things. If they inform librarian Lawrence Partridge of the subject matter for which they are searching they will be directed by the distinguished man to the Barker Lane Bookshop.

Lawrence Partridge, age 50

STR	9	CON	14	SIZ	15	INT	17
POW	9	DEX	11	APP	12	EDU	19
SAN	45	HP	14				

Weapon:

Fist/punch	50%,	1D3

Skills: Debate 45%, History 50%, Law 45%, Library Use 90%, Oratory 35%, Read/Write English 95%, Read/Write French 50%, Spot Hidden 50%.

THE BARKER LANE BOOKSHOP

Proprietor Clive Banburry, when asked about ghosts and headless highwaymen, will supply the investigators with an old tome entitled **Ghosts, Spirits and Hauntings**, written in 1809 by Sir Douglas Baxter Flitcroft III, for the sum of $27.00. This thick volume goes into great lengths about the spirits of the dead that haunt the lonely and darkened places of our world, experiences with them, causes for their hauntings and ways to banish them to "the other side". This lengthy tome is in English, has a +6% to the reader's Occult knowledge, no spells and no SAN loss.

After studying the volume for 2D10 hours, the investigator will discover a section about a headless horseman that was reported to haunt shadowy roads of Ireland. The book explains that the spirit was restless because its head and body had not been buried together, and that once they were placed within the same grave the ghost vanished, never to be seen again.

DOVE'S BAY CITY HALL

Located at the corner of Bierce Avenue and Belknap Street, next to the Sheriff's Office, the newly built Dove's Bay City Hall houses all of the city's records of births, deaths, taxes, property ownership, surveyance maps, burial records, etc. The building is open to the public from 9:00 AM until 5:00 PM Monday through Friday. The office is run by one man – City Clerk Avery Wilson. Wilson, an obese, nearly deaf man, will allow the investigators to pour over any public records but will be of little help personally.

If the investigators search for information about the horseman they must spend 2D20 hours looking through old, dusty files and then attempt a Library Use roll. If the roll is successful they have discovered the record of Geoffrey Thomas Ridley's execution by decapitation on October 31, 1799 and the subsequent burial of his body and head in a woodland grave. The record says only that body and head were buried in separate caskets and that the grave is somewhere along Ikabod Lane, marked with a simple stone cross. If an investigator makes a second Library Use roll he discovers a record from 1842 which states that Geoffrey Ridley's casket was moved from its grave in the woods to a proper place in the Dove's Bay Cemetery. This record only mentions moving a single casket.

Avery Wilson, age 35

STR	12	CON	14	SIZ	17	INT	11
POW	14	DEX	8	APP	7	EDU	13
SAN	70	HP	15				

Weapon:

Fist/punch	50%,	1D3+1D4

Skills: Accounting 20%, Credit Rating 35%, Law 55%, Library Use 50%, Listen 5%, Read/Write English 65%.

THE DOVE'S BAY CEMETERY

Located at the end of Belknap Street, the old Dove's Bay Cemetery is a quiet and solemn spot. Grave markers here date as far back as the late 1700's and looking over the stones shows the resting places of generations of the same families. A successful Spot Hidden roll followed by a Luck roll is required to find Geoffrey Thomas Ridley's grave. Ridley's resting place is marked with a small weathered stone cross inscribed simply with Ridley's name and the years 1779 – 1799. Failing the Spot Hidden and/or Luck roll will require the investigators search for 1D6+2 hours for Ridley's grave.

At the bottom of the grave marked with the small cross rests the rotted fragments of a wooden casket and the headless skeletal remains of Ridley. Since the investigators should know what to expect in the grave there is only a SAN loss of 0/1D2 for digging up the grave.

THE WOODLAND GRAVE

The dark woods along Ikabod Lane are ominously quiet and still and a strong evil presence emanates from the area (all must make a SAN roll or suffer the loss of 0/1D2 SAN). To find the original grave of highwayman Ridley a Spot Hidden roll at 1/4 must be attempted each hour of searching; the small grave marker has long–ago been overgrown by tree roots, twisting vines and tall weeds, making its discovery very difficult. The stone cross is half buried in dirt and is badly weathered – it has no inscription. Once the marker has been discovered it is simply a matter of digging up the small rotted box in which Ridley's head was buried. The box is now nearly rotted away and the head is nothing more than a fleshless, worm–eaten skull. The act of digging up the head costs 0/1D2 SAN.

If the investigators are foolish enough to dig about in the forest grave at night, the horseman will instantly appear and attack any present, continuing its attack until it has destroyed or driven away all of the investigators or it is destroyed.

THE GHOST OF IKABOD LANE

The spectral form of Geoffrey Thomas Ridley appears as a headless man dressed all in black with a billowing cape, perched atop a huge pitch–black steed. The ghost carries a large, warty jack–o–lantern held tightly in one arm, weird hellfire ablaze within the evilly–carved pumpkin. The haunt's mount has eyes of fire and steamy fog spouts from its mouth and flaring nostrils. The thunderous sound of hoof beats is heard 1D10+2 rounds before the spirit suddenly rides out of a bank of weirdly swirling fog.The headless horseman may attack either by draining POW or by hurling its mocking pumpkin head. To drain POW the ghost first touches its victim and then matches its POW against a victim's POW – if the ghost overcomes the victim they are drained of 1D6 POW, however, if the ghost is overcome then it loses 1D6 POW (neither the ghost nor an investigator gains the POW drained from the other –

it is simply gone). When attacking with its jack–o–lantern, the ghost hurls the carved pumpkin and if it hits its target they must match their POW against the ghost's POW. If the intended target overcomes the ghost's POW then they only suffer the loss of 1D6 hit points, however, if the ghost overcomes its victim's POW then he is automatically killed, neck broken and head falling from his body.

The horseman's mount may also attack by rearing up and crashing its powerful front legs down on a victim. To do this the horse kicks out at a victim and then must match its POW against an intended victim's – if the ghost–horse overcomes the victim then he suffers the loss of 2D8 hit points. If the intended victim overcomes the spectral steed's POW then he takes no damage from the ghostly kick but, instead, the hell horse loses 1D3 POW.

Once the ghost has killed one person it rides off down the darkened lane only to disappear in a fog bank like the one it sprang from, evil, echoing laughter trailing behind it. The ghost may also depart if it has lost 15 or more points of POW, or at the Keeper's discretion. When next encountered the ghost will once again have its repulsive jack–o–lantern.

Geoffrey Thomas Ridley, the Headless Horseman

STR	NA	CON	NA	SIZ	15	INT	13
POW	22	DEX	NA	APP	NA	EDU	NA
SAN	NA	HP	22*	MOVE	8		

* The ghost's hit points = its POW, so if its POW changes so do its hit points.

Weapons:

Touch	50%,	POW vs. POW for 1D6 POW drain
Jack–o–lantern	50%,	POW vs. POW for 1D6/death

Armor: None, but the ghost may be destroyed only by reducing its POW to 0 or by burying its severed head with its body.

Spells: None.

SAN: 1/1D8.

Hell Horse

STR	NA	CON	NA	SIZ	36	POW	18
DEX	NA	HP	18*	MOVE	12		

* The ghost's hit points = its POW, so if its POW changes so do its hit points.

Weapons:

Rear/plunge	35%,	POW vs. POW for 2D8

Armor: None, but the ghost may be destroyed only by reducing its POW to 0.

Spells: None.

BANISHING THE GHOST

If the investigators manage to discover the resting place of the horseman's head, retrieve the skull and then bury it in the grave with the rest of his remains, the spirit of Geoffrey Thomas Ridley will be banished to "the other side", never to haunt the shadowy lanes of Dove's Bay again. If the investigators succeed in their endeavors, reward each of them with 1D10 SAN. Dove's Bay is at last free of this evil; however, what other vile secrets does this ancient and haunting New England town hide?



BROODHAVEN

KEEPER'S INFORMATION

The sleepy old New England coastal town of Dove's Bay hides many a dark and vile secret, not the least of which is the degenerate horde of evil rat–creatures that dwell in the dank darkness beneath Mrs. Gordon's Boarding House. For years Minnie Gordon has held close the secret of her basement, feeding and tending to the ravenous brood of furry monsters that dig warrens beneath the streets of Dove's Bay... monsters that cavort and caper in the shadows of timeless gods of madness and destruction. To this end Mrs. Gordon, like the rat folk she hides, had become an agent of the alien powers of darkness.

In tending to the horde of yellow–fanged rat people beneath her house, Mrs. Gordon often sends strangers and lone travellers staying at her boarding house to their doom in her rat–infested basement: the appetites of the little vermin creatures is insatiable.

INVESTIGATORS' INFORMATION

The year is 192_ and for whatever reason the investigators have stopped at Mrs. Gordon's Boarding House in Dove's Bay, Maine... perhaps they are just passing through, perhaps they are here on another case or perhaps they have been hired by the family of one of the hapless people who have disappeared while in Dove's Bay. Whatever the reason, the investigators have found themselves at the sprawling New England mansion–turned rooming house seeking lodging.

MRS. GORDON'S BOARDING HOUSE

Located at 64 Ashton Lane, Mrs. Gordon's Boarding House is the only place in Dove's Bay where a visitor will find a room for rent. Rooms can be had for $2.50 a night or $75.00 a month. All of the guest rooms are of good size and are very clean. Guests share community bathrooms and meals are served in Mrs. Gordon's quaint dinning room at 7:30 AM, noon, and at 5:30 PM. The meals are included in the price of the room; however, if they are missed or unwanted, the room rate does not go down!

Mrs. Gordon will eagerly rent out her rooms to the investigators, although she has a few house rules which she explains to guests: her rooms are single–sex only except for married couples (she often asks for proof), all guests must pay in advance, there are to be no animals or explosives in guest rooms, alcohol is strictly forbidden, there is to be no noise after 7:00 PM, no one is allowed in the kitchen and visitors must wipe their feet before entering the boarding house! If Mrs. Gordon takes a special liking to a guest she will bring them a plate of freshly baked cookies or a fruit pie.

Most of this old New England mansion is decorated and furnished with fine but old pieces. Many items of nautical significance are found in the living room, parlor and den. Mrs. Gordon's late husband was a fisherman who died at sea. Unless noted otherwise, there is nothing of significance or suspicion in any of the rooms: only areas of importance are described below.

At night each investigator may make a Listen roll: success indicates that they have heard strange clawing, scampering sounds in the walls and under the floor boards while they try to sleep. These noises are made, of course, by the rats which scurry between walls, floors and ceilings of the old boarding house. Some of the investigators may also think they hear strange haunting voices, painful moans, and eerie whistling sounds – the Keeper is urged to haunt his investigators with these unsettling sounds but then try to explain them away as wind, the creaky old house and wild imaginations. The investigators should be kept on the edge of suspicion... perhaps the house is haunted? Let them think its that simple and if they follow that line of thought perhaps the Keeper should throw in a slamming door, a sputtering candle flame or a shadowy face half–seen in a window.

The Dream: At night while the investigators sleep, alien forces are at work to bring madness and destruction upon these unwary guests. While the group slumbers the investigator with the highest Cthulhu Mythos experiences a horribly realistic nightmare: the investigator finds himself wandering alone through a cold, dank tunnel; all around him rats scamper and screech and somewhere ahead he hears an eerie flute–like sound. The investigator steps out into a larger

cavern and finds himself knee–deep in rotting muck – suddenly, a weirdly ominous shape looms before him. The investigator hears an alien voice booming in his mind... while he does not understand what the voice says it nonetheless strikes terror in his heart. The investigator turns to run, only to find himself sinking deeper into the mire. Suddenly a ravening horde of rats descend upon the hapless investigator.

At this point the dreaming investigator must match his POW against a POW of 23. If he wins the struggle, then he wakes from his nightmare and suffers the loss of 1D4 SAN; however, if he is overcome in the POW struggle, then the investigator begins to sleepwalk. Any investigators awake at this point may easily wake their sleepwalking companion, and with that his nightmares end and the night is again quiet. If the sleepwalking investigator's companions decide, instead, to follow their friend, then they are led down to the kitchen and through the now open basement door and into the cellar.

The sleepwalker is being mysteriously drawn to the cave of the Servitor beneath the house: once there, the investigator must make another POW struggle against the Servitor's 23 POW – if he wins the struggle, then he wakes to find himself in the foyer of the boarding house: this experience costs the dreamer 1D4 SAN, and he finds that his feet are dirty, as though he'd walked through mud! If the investigator is overcome in the POW struggle, then the Servitor casts its Curse the Vermin spell upon him – unless his companions are close behind, this unfortunate soul is now doomed. If the Servitor is successful, then it will attempt this hellish ploy again the following night on another investigator. The rat folk will not molest any investigators drawn into their domain by the Servitor, although companions following behind will not be so fortunate.

The Kitchen: Minnie Gordon keeps the kitchen doors locked whenever she is not in need of the room. She explains this as her odd quirk about other people being in her kitchen. She prides herself, she tells visitors, on her delicious cooking and would feel somehow violated if others were to trespass in her domain! In actuality, the basement stairs are located off the kitchen and she, of course, does not want intruders snooping around in her basement... unless the rat folk are hungry, that is!

The Parlor: A beautiful antique bookcase stands against one wall in this room, the intricately carved doors of wood and glass locked tightly. One of the shelves of the case is totally empty save for a thin collection of very old pages bound together by rotting silk cord. The title, Massa di Requiem per Shuggay, is inscribed elegantly on the cover sheet. Should this thin but over–sized collection of paper be examined it is found to be sheets of musical scores and notes. Lines of Italian follow the music from line to line. A successful Read Italian will allow the investigators to read the title of this musical work: Requiem for Shaggai.

Massa di Requiem per Shuggay was written in 1768 by the Italian composer Benevento Chieti Bordighera, who was convicted of heresy by the church and put to death in 1771. This opera recounts the history of Shaggai and its inhabitants, including the great cosmic cataclysm which ultimately destroyed Shaggai, and the journeys of its inhabitants from world to world.

There is some mention of Baoht Z'uqqa–Mogg here: Baoht Z'uqqa–Mogg was an inhabitant of Shaggai, but when the planet was mysteriously destroyed the Great Old One was thrown into the coldness of space, where it drifted death–like for countless eons. One day the highly–advanced life forms that populated Saturn discovered an enormous carcass adrift in space; delighted at the discovery of this incredible specimen, the scientists had the thing brought down to the planet. As the Saturians examined this weird, monstrous corpse, a portion of the preserved thing split open and a giant, blasphemous parasite crawled out. The alien creature quickly and mercilessly killed the stunned Saturians, and soon an ungodly plague swept across the planet, destroying the entire population: Baoht Z'uqqa–Mogg had found a new home. The Bringer of Pestilence remained on the now–dead planet for many years until, for unknown reasons, it came to earth where it dwells still today, although it is mostly inactive.

Anyone familiar with the composition of musical scores will instantly see the incredible complexities of this piece. Certain sections have been written for unheard of notes and instruments. There are no spells to be learned from Requiem for Shaggai although there is some Cthulhu Mythos knowledge to be had: Massa di Requiem per Shuggay, Italian, +6% Cthulhu Mythos, –1D8 SAN.

Guest Rooms: Each of the rooms for guests are furnished similarly with a large bed (big enough for two to sleep comfortably), a dresser, two chairs and a lamp. Each of the attic rooms also has its own fireplace as well as a desk.

Guest Room D: If the investigators search this room, a successful Spot Hidden roll finds a wallet in the bottom of a dresser drawer beneath an extra pillow. The wallet contains $1D100 and identifies the owner as Avery Willowbee. Mr. Willowbee was one of the victims of the monsters in the basement. If Mrs. Gordon is asked about Mr. Willowbee she will say that he was indeed a guest, but that he checked out months ago. A successful Psychology roll reveals that she is lying.

Guest Room E: The only thing unusual about this room is the fact that there are no windows! This is a

very unpopular room with visitors, and old legends of the boarding house say that if a guest stays in the windowless room he will be haunted by horrible dreams of spectral monsters. This is totally untrue; however, it should make the investigators interested in the room!

Guest Room O: If the investigators search this room, a successful Spot Hidden roll finds an insignia ring with the initials JTW. This ring belonged to one of the victims of the rat folk, Justin T Wallace. If Mrs. Gordon is asked about the ring, she will claim to know nothing about it nor of anyone with the initials JTW. A successful Psychology roll reveals that she is lying.

The Attic Storage: This room is crowded with boxes of old, dust–encrusted items of clothing, furniture, and holiday decorations: a successful Spot Hidden roll at –15% will discover the secret trap door that leads into the linen closet on the floor below. This secret door hasn't been used in years, and Mrs. Gordon has all but forgotten about it.

The Basement: This is the subterranean domain of the slavering rat folk, the degenerate race of half–rat, half–human creatures that dig and scurry through the dank recesses beneath Dove's Bay. The first thing noticed upon entering the basement is the powerful musty stench of rot and filth. A dark hole in the wall opens into a damp tunnel that leads off into cold darkness.

The large furnace in one corner of the basement will be found to contain burnt bits of paper and cloth, if it is investigated. This is where Mrs. Gordon disposes of any possessions left behind by her guests who fall prey to the things in the basement.

A successful Spot Hidden down here reveals many sets of strange prints in the grime and dust of the basement floor. A successful Zoology roll identifies the tracks as those made by rats; however, these rats appear to be much larger than normal. A successful Idea roll allows an investigator to calculate that these rats are at least five or six times larger than normal rats!

Because of the extensive tunneling that has been done beneath the house, any explosions in the rat warrens has an 80% chance of causing a massive cave–in which will bring the boarding house crumbling down into the burrows.

The chances of encountering any of the rat creatures in this portion of the basement is only about 15% (and then only 1D4 will be found). However, if the investigators make a great deal of noise or otherwise draw attention to themselves, there is a 50% chance that 1D6+1 of the furry monsters will scamper into the basement to investigate the noise.

The Nests: These areas are where the rat people live, sleep and procreate; therefore, there is a 100% chance that 1D4+6 of the furry creatures will be encountered in each of these areas. There is also a 33% chance that some item such as a wallet, watch or ring will be found in each of these areas – things left from past victims.

The Refuse Area: Cracked and gnawed bones have been deposited in this chamber, and stacks of yellowing bone pieces reach to the ceiling. A successful Zoology roll identifies the bones as mostly human. The sight of such a pile of bones calls for a SAN roll or the loss of 0/1D4 points.

The Feeding Room: When the investigators near this area, allow them each to make a Listen roll – a successful roll allows them to hear a faint moan and weird crunching and slurping sounds just ahead. Entering this area the investigators find 1D6+1 of the rat folk greedily chewing on a still–living man. The man's entrails have been ripped out and lay in a pile on the dirt floor, one of the furry monsters wetly gorging itself on them. Portions of the man's bones have been exposed and are being gnawed on by the insidious and vile creatures. This calls for a SAN roll or the loss of 0/1D6 points. The man is about to take his last breath and there is no hope for him now.

The Cave of the Servitor: This enlarged tunnel is the lair of one of the dread Servitors of the Outer Gods, dwelling here because of the powerful evil radiated by the worship of Baoht Z'uqqa–Mogg. During daylight hours there is only a 5% chance that the creature will be encountered, however, after dark there is a 75% chance that it will be found here.

This chamber is completely empty except for a small idol similar to the one found in the shrine.

The Servitor

STR	15	CON	19	SIZ	20	INT	18
POW	23	DEX	22	HP	19	Move	7

Weapon: Tentacle 45%, 2D6

Armor: Only magic and magical weapons may harm a Servitor.

Spells: Brew Space Mead, Call Shub–Niggurath, Contact Ghoul, Contact Nyarlathotep, Curse the Vermin, Summon/Bind Hunting Horror, Summon/Bind Star Vampire, Voorish Sign.

This Servitor may also "whistle up": Baoht Z'uqqa–Mogg, Beings from Xiclotl, Ghasts, Servants of Glaaki, Shantaks or Tsathoggua.

SAN: 1/1D10.

The Shrine: The floor of this large, rank chamber is covered with several feet of thick sewage and rot. Bits of decayed corpses bob in the muck while

vile–looking molds and less pleasant fungal growths cover the walls and ceiling of this chamber with unhealthy fuzzy growths. In the center of this area is a pile of human skulls, atop which rests a statue of some monster with claws, a scorpion–like tail, many spidery legs and a head composed of numerous feelers and mandibles. A successful Cthulhu Mythos roll will identify the statue as possibly being one of the Great Old Ones, although one that would appear to be mostly unknown. This is the rat folk's deity, Baoht Z'uqqa–Mogg, the Bringer of Pestilence. This chamber with its muck, skulls and idol requires a SAN roll or the loss of 1/1D8 points.

Because of the decayed muck in this area gases have built up, requiring each investigator make a resistance roll against the gas' potency of 10. Failure indicates that the investigator has passed out, while success means that he is only light–headed (all skills are now performed at a –10% until leaving this area). Any investigators that pass out fall into the deep muck, sinking to the bottom where they will quickly drown unless rescued by a companion. One last note about this gas: it is highly flammable – the slightest spark will set it off, instantly killing everyone in the chamber. Anyone in any of the rest of the tunnels will suffer 1D6 points of damage from falling rock. If this chamber explodes a huge hole will be blown in Mrs. Gordon's back yard and threaten to bring down the house as described above.

There is a 75% chance that at least 1D10 of the hideous rat creatures will be in this area of alien worship. All rat folk encountered in this area will have the ability to summon their dread god of decay and this is the most likely spot to do so, however because of the close quarters of this chamber the god's physical attacks will all be at a –25% (its swarm still attacks at 75%, however).

Rat Folk:	1	2	3	4	5	6	7	8	9	10	11
STR	4	5	5	8	3	7	7	9	4	9	4
CON	6	8	12	5	8	7	3	11	4	6	6
SIZ	9	9	7	11	9	6	7	6	5	12	6
INT	14	12	13	15	10	15	15	15	17	8	17
POW	11	6	5	12	13	11	7	11	11	8	11
DEX	6	16	10	12	14	12	9	8	13	10	10
Hit Pts	7	8	9	8	8	6	5	8	4	9	6

Rat Folk # 4, 6, 9, 11 know the spell Call Baoht Z'uqqa–Mogg.

Rat People (Lesser Servitor Race)

Description: These creatures are small, rat–like things, partially human and partially rodent. They have sharp yellow teeth and filthy brown fur, small eyes and long tails, much like common rats except that they can walk upright for short distances, are larger, more intelligent and have some semblance of speech (although it is very primitive and consists of squeaks).

Notes: The rat folk are a degenerate race that may at one time have been human, but because of their darkling and foul worship of the beings of the Mythos they have devolved into these monsters. Among the gods of the Cthulhu Mythos they are known to serve are Y'golonac and Baoht Z'uqqa–Mogg.

The rat people may attack with two claws and one bite each round. If one of these creatures successfully bites, it will hang on to its victim and continue to bite, automatically succeeding with its bite attack on subsequent rounds until it or its victim dies. While attached in this way, the rat creature may be hit by its victim with a +20% chance to hit, although the monster will also have a +20% with its claw attack. Others attempting to hit the attached creature must roll their DEXx5 each time they strike or they will instead hit their companion. Damage inflicted by the rat folk's bite does not heal naturally and the hit points are lost permanently.

Characteristics	Average
STR 2D6	7
CON 2D6	7
SIZ 2D6	7
INT 2D6+6	13
POW 3D6	10–11
DEX 3D6	10–11
Hit Points	7
MOVE	10

Weapon	Attk%	Damage
Bite 40%	1D3	(see above)
Claw 25%	1D3	(see above)

Armor: none.

Spells: Usually none.

Skills: Hide 40%.

SAN: 0/1D6.

Baoht Z'uqqa–Mogg, The Bringer of Pestilence (Great Old One)

Description: Baoht Z'uqqa–Mogg is a scorpion–like monstrosity covered by a segmented, greasy green–black chitinous shell that is weirdly iridescent. The

Bringer of Pestilence's head is nothing more than a warty, bulbous extension of the body: this head is covered by a mass of stiff, segmented feelers which constantly twitch and buzz weirdly. Numerous pulpy yellow eyes of various sizes and shapes peer out from between the feelers and several pairs of puss–dripping mandibles snap and hiss loudly. The Great Old One has a pair of massive scorpion–like claws and a viciously barbed stinger tail; countless spider–like legs click unnervingly as the insect–like monster moves. Baoht Z'uqqa–Mogg has three pairs of stiff, sharply thorned wings folded tightly against the its back. Oozing sores and blistering ulcers continually burst open all over the surface of the Great Old One and a swarm of scampering, squirming and buzzing contagion–laden vermin, worms and insects ceaselessly burrow, crawl and dart into, around, and over Baoht Z'uqqa–Mogg.

Cult: The Bringer of Pestilence has very few human worshippers, although it is served by the rat folk and the diseased swarm that accompanies it, and possibly some ghouls.

Notes: Baoht Z'uqqa–Mogg is generally encountered or summoned in places of filth and decay such as sewers, swamps, graveyards, dumps or areas of plague. When summoned the Great Old One bursts from the ground, showering all present with filth, dirt and virulent ichor.

The Great Old One may nip at victims with its noxious claws or snapping mandibles or attempt to sting them with its poison–dripping tail. Those stung by Baoht Z'uqqa–Mogg are injected with a virulent poison with a potency of 4D10+5; those overcome by the alien venom instantly die screaming in wrenching agony; however, those who overcome the poison survive but suffer the permanent loss of 1D6 CON.

All within the presence of the Bringer of Pestilence will find themselves beset by the alien insects and vermin that swarm about the Great Old One, and will be bitten, stung, and clawed by the infected swarm. All who survive an encounter with Baoht Z'uqqa–Mogg must be immediately treated for disease (Treat Disease at –50%) or begin suffering a loss of 1D4 CON per day as their bodies are ravaged by pestilence. Untreated or unsuccessfully treated victims will quickly die a horrible and leprous death. Any CON lost to Baoht Z'uqqa–Mogg's disease will regenerate at a rate of 1 point per week of hospital care.

Characteristics

STR 35 CON 75 SIZ 45 INT 20
POW 28 DEX 12 Hit Pts.60
MOVE 8/16 flying/5 burrowing

Weapon	Attk%	Damage
Claw	90%	1D6+4D6
Mandibles	55%	1D4+4D6
Sting	85%	1D6+poison
Swarm	75%	1D2+infection

Armor: Baoht Z'uqqa–Mogg has 15 points of armor with its chitinous shell. The Great Old One can not be harmed by any non–impaling weapons. If reduced to 0 hit points the gods burrows away into the ground, leaving behind a foul, steaming pool of bubbling vomit and wriggling carrion worms.

Spells: Baoht Z'uqqa–Mogg knows most Summon, Bind, Contact and Call spells, except for those dealing with the Outer Gods and their minions.

SAN: 1D3/1D20.

MRS. GORDON, FEEDER OF RATS

Mrs. Gordon would appear to be a kindly, sweet old woman famous for her wonderful baking; however, she is in reality a madwoman who has sent innocent people to their deaths in her rat–infested basement. Minnie Gordon is an agent of the dark powers of the Cthulhu Mythos and, through her beloved rat folk, she is a follower of the Bringer of Pestilence, Baoht Z'uqqa–Mogg.

Mrs. Gordon uses her mutant rats to destroy those who threaten her or her dark secrets: she is cunning and deceitful manipulating the sympathy and respect given to her because of her senior age to dupe her victims into believing that she is an innocent and helpless old woman. Due to her close association with the rat folk and their dread god of sickness, Mrs. Gordon often becomes quite ill; however, she invariably recovers, to the astonishment of doctors and friends.

Mrs. Gordon, age 84

STR 6 CON 5 SIZ 13 INT 17
POW 12 DEX 6 APP 11 EDU 7
SAN 0 HP 9

Weapon: Knitting Needles 33%, 1D3.

Skills: Bake 75%, Cthulhu Mythos 10%, Dove's Bay History 75%, Fast Talk 50%, History 55%, Read/Write English 35%, Read/Write Italian 5%, Sing 15%.

Spells: Contact Rat Folk.

THE DOVE'S BAY GAZETTE

Located at 710 Belknap Street, the modest office of the Dove's Bay Gazette is opened Wednesday, Thursday, and Friday from 8:00 AM until 4:30 PM. The weekly newspaper is printed on Friday and consists of little more than a few large pages folded in half. The paper prints news of local interest as well as a few stories of state or national importance: little international news makes it to the pages of the Gazette, and for such topics residents rely on larger newspapers from Bangor or Augusta.

Editor Duncan Kirkcaldy is a fine Scotsman of impeccable honesty who will eagerly assist the investigators in their search for knowledge; he has a copy of every issue of the paper, from the very first issue published in 1894 to last week's, which he will allow the investigators to pour over should they ask.

If the investigators are looking for information about either Avery Willowbee or someone with the initials JTW, successful Library Use rolls finds the following items:

– From March of last year, a story about a Dr. Justin T. Wallace who was in Dove's Bay researching the infamous "Dove's Bay plagues". The article says that Dr. Wallace was to stay in town for two weeks, after which he would return home to Boston to correlate any data found.

– From February of this year, a story about a lawyer from Bangor in Dove's Bay searching for information pertaining to the mysterious disappearance of Avery Wallace. The article claims that authorities were stumped, and that they were inclined to think that Mr. Willowbee simply left town in the middle of the night to avoid paying his bill at Mrs. Gordon's Boarding House.

If the investigators wish to search for information on the infamous Dove's Bay plagues another successful Library Use roll is required. If successful, the investigators will discover several articles from various years detailing sudden and unexplained outbreaks of an unknown disease. Each time this occured, the disease swept through the small town, killing many citizens and then, just as suddenly as it appeared, the plague was gone and the sick strangely recovered. These articles about this unknown plague appear in newspapers from 1895, 1899, 1906, 1917 and two years ago. There appears to be no pattern to this tragedy, and it is a bit of town lore few like to discuss or acknowledge: the plague is simply a dark fact of life in Dove's Bay, and one which is dealt with superstitiously by the townsfolk, who see it as an act of god. In reality, the mystery plague is caused by the appearance of Baoht Z'uqqa–Mogg, while the sudden disappearance of the sweeping disease is yet a mystery.

If the investigators discuss this weird plague with Kirkcaldy, the Scotsman will suggest that they go to the Dove's Bay Historical Society if they desire more information.

Duncan Kirkcaldy, age 47

STR	10	CON	16	SIZ	14	INT	16
POW	10	DEX	11	APP	12	EDU	15
SAN	50	HP	15				

Weapon: Fist/punch 65%, 1D3

Skills: Accounting 35%, Bargain 75%, Credit Rating 50%, Debate 35%, Dove's Bay History 45%, Fast Talk 75%, History 65%, Library Use 85%, Photography 50%, Read/Write English 75%.

THE DOVE'S BAY HISTORICAL SOCIETY

Located at 75 Hodgson Avenue, the Dove's Bay Historical Society is opened to the public from noon until 3:00 PM Monday through Friday. The Society makes its home in a towering old New England house that was the birth–place of the first mayor of Dove's Bay, Quincy Jacob Houghton, whose body is interred in a small family crypt behind the house. The building is crowded with all sorts of assorted bits of Dove's Bay memorabilia and historical artifacts, although there appears to be little organization to the place. The director of the Society, Emily Houghton, is the wealthy great niece of Quincy Jacob Houghton. Miss Houghton will be delighted at any interest the investigators show in the history of her beloved Dove's Bay, and can ramble on for hours with painfully boring stories of the coastal town's history!

If questioned about the odd plagues that sweep through the town periodically, Miss Houghton has little more to tell the investigators than they have probably already learned from the newspapers. If, however, the investigators specifically ask about Mrs. Gordon, Miss Houghton shakes her head in disbelief and explains that poor Mrs. Gordon has been seriously ill each time the plague has come through, but she always is one of the first to recover. Miss Houghton says that she was taken sick once when she was a child and she is surprised that she lived through the terrible blight: she is amazed that someone of Mrs. Gordon's age can survive such illness.

Should the investigators ask Miss Houghton about any strange occurrences at Mrs. Gordon's Boarding House, the old historian will relate the tale of the ghost of Captain Gordon who, it is said, walks the halls of his earthly home, a restless spirit longing for the life he so tragically lost at sea. There is no real evidence to

substantiate this ghost story (and it is totally untrue); however, it is an old piece of town lore mostly brought on by the inhuman noises, bad dreams and occasional disappearance of guests at the old house.

Emily Houghton, age 83

STR	6	CON	9	SIZ	13	INT	16
POW	17	DEX	3	APP	12	EDU	17
SAN	85	HP	11				

Weapon: Fist/punch 25%, 1D3

Skills: Anthropology 25%, Credit Rating 85%, Debate 75%, Dove's Bay History 90%, History 75%, Law 45%, Oratory 45%, Read/Write English 85%, Read/Write French 45%, Tell Boring Story 85%.

NEW SPELLS

Call Baoht Z'uqqa–Mogg: As per other Call Deity spells. This spell may only be cast in an area of filth and decay, such as a sewer, swamp or graveyard, and it must be cast at night. An idol of the Bringer of Pestilence is required in the summoning of the dark god.

Contact Rat Folk: As per other Contact spells. This spell takes 3 magic points to cast and may only be cast in underground passages, warrens and other areas where the rat folk are known to dwell.

Curse the Vermin: This powerful and bizarre spell causes the target to turn into one of the vile rat folk. The spell requires the sacrifice of 2 points of POW from the caster, and an idol of either of the Great Old Ones Y'golonac or Baoht Z'uqqa–Mogg. The spell takes several rounds to cast, and six hours to complete the transformation: once begun, the spell's effects are irreversible, although if the idol is destroyed or the target of the spell is removed from the area, the transformation will cease. Any SAN lost by a partial transformation may be regained normally; however, no other lost characteristics regenerate and so are forever lowered.

During the first hour of the transformation, 1 point is lost in each of the following: STR, CON and SIZ, 2 points are lost in APP and 1D10 SAN is lost.

In the second hour, facial and body hairs grows/ thickens and 1 point is lost in STR, CON and SIZ, 2 points of APP are lost and 1D10 SAN is lost.

The third hour of the transformation results in the loss of 1 point of STR, CON and SIZ, 2 points of APP and 1D10 SAN. Hair continues to grow and begins to become coarse and dark, and fingers and toes begin to take on a claw–like appearance.

In the fourth hour of the spell, another 1 point is lost in STR, CON and SIZ, 2 more points of APP are lost, as well as another 1D10 SAN. Bone structure begins to change, and teeth begin to become more rodent–like. Movement rate increases by 1 point.

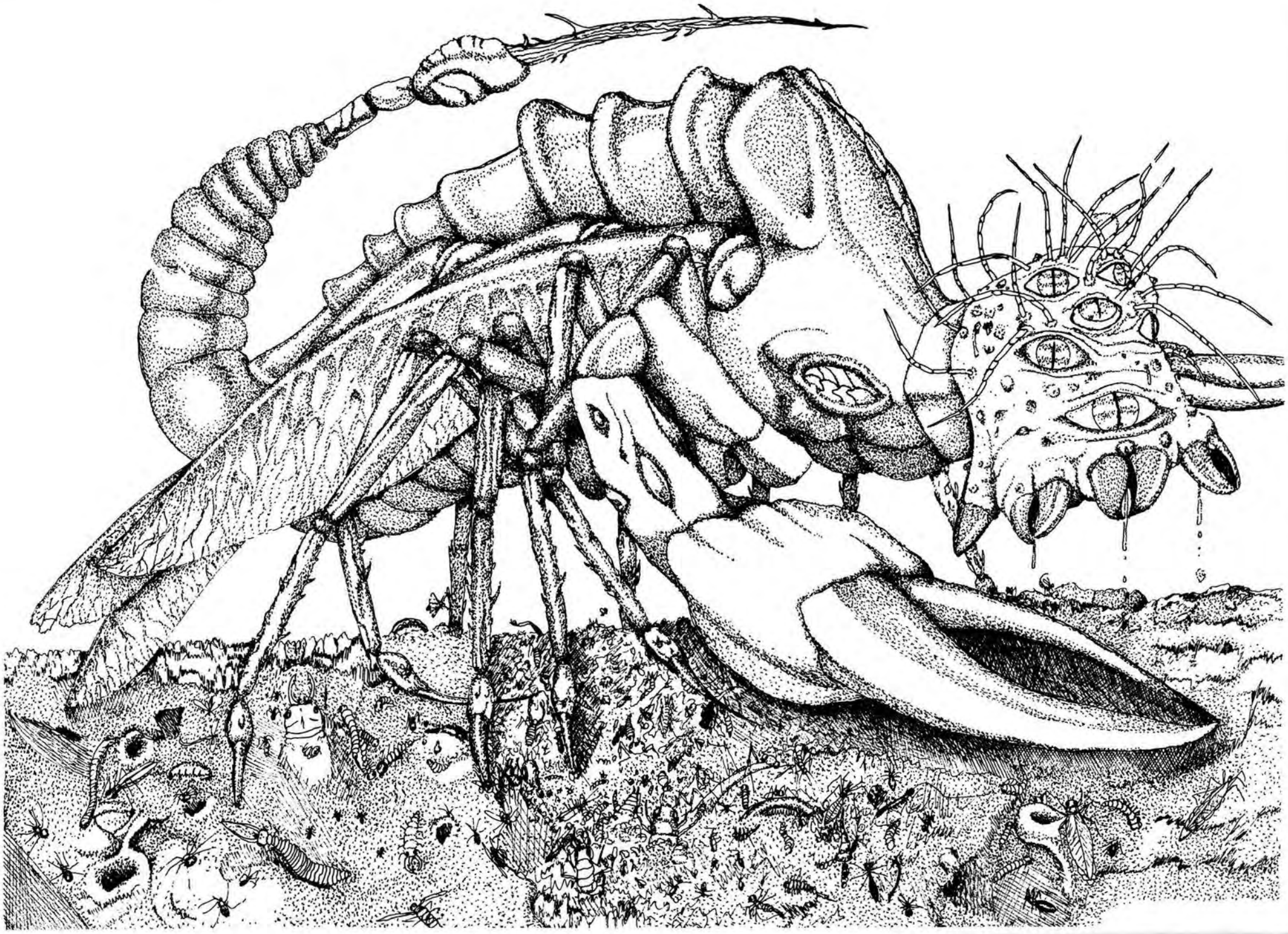
During the fifth hour of the spell, yet another 1 point is lost in STR, CON and SIZ, 2 more points of APP are lost, as well as another 1D10 SAN. Vocal chords change, making human speech impossible, and bones continue to mutate.

The final hour of the transformation brings about the final loss of 1 point of STR, CON and SIZ, and the loss of any remaining points of APP, EDU and SAN. Movement rate is increased by 1 point and, finally, the target of the spell makes the final transformation into one of the vile rat folk. The knowledge of any spells known remains. The target is now a servant of the Cthulhu Mythos, forever to scamper in the shadows of beings such as Y'golonac and Baoht Z'uqqa–Mogg.

Anyone witnessing this horrible mutation must make a SAN roll or suffer the loss of 1/1D10 SAN.

Normally this spell may be cast only upon willing targets; however, powerful non–human entities, such as deities and members of intelligent greater servitor races, may coerce unwilling victims into accepting the Curse in some way (usually involving a POW struggle).

* Characteristics for the rat folk are based on those created for the Bouchers in Ed Gore's "The Warren" scenario from Chaosium's Shadows of Yog–Sothoth and Cthulhu Classics books. *



HANDOUT SECTION

THE FOLLOWING PAGES CONTAIN THE VARIOUS HANDOUTS YOU MAY OBTAIN WHILE IN DOVE'S BAY. PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE.

Dear ,

When I first read about you in the New England Journal of Parapsychology, I knew that you were the very person who could help me.

I own a real estate business in Dove's Bay, Maine, and I have made quite a good living reselling the various summer cottages and estates which make up the town. However, there is one property - one of the larger estates - that I simply cannot sell, and I think you can help me to accomplish that.

You see for years now, the old Grim House of Grimrock Isle has had the reputation of being haunted. Several realtors before me have attempted to handle the property, but these persistent rumors made it impossible for them, and now, for me as well.

I would very much like to commission you to investigate Grim House and, one way or another, clear it of its dark reputation so that I may ``unload it,'' as they say.

I would be willing to pay $50 per day for your services, plus a fee equalling ten percent of the estate's sale price at such time as it is purchased through me. I estimate that on today's market, the estate would sell at well over one million dollars.

If this offer is acceptable, please call me at 555-3693, and I will arrange accommodations for you and any assistants you might deem necessary for this case.

I anxiously await your call.

Sincerely,

Tobias Armbrewster

GI–2 : ARMBREWSTER'S INFORMATION

I don't know what I can tell you that you can't learn in greater detail elsewhere, but at least I can give you the gist of the situation.

Grim House was built by Lazarus Grim, who lived there with his wife and servants. The wife died not long after they moved in, and a few years after that Lazarus was killed in a fire set by a mob of angry townsfolk who for some unknown reason accused him of witchcraft. The fire damage was never repaired, and that just makes the job of selling it more difficult.

From that time on there have been several owners who have moved into the property, but none have stayed for more than a year, and many hinted of disturbing experiences. They all reported strange noises, weird lights, and the like, which eventually drove them from the house. Of course, they all requested that such information be kept from the potential buyers, not wanting to reduce property values.

There have been several disappearances associated with the estate, the most recent being the case of three college youths who supposedly rowed out to the island one night and were never seen again. Also, the estate seems to be unhealthy for certain individuals; it's said one or two have even died because of it.

Fact and fiction have become too entangled over the years and now everyone is convinced that Grim House is haunted, and the folks around here don't much mind saying so to any prospective buyers who come into town. This must stop.

GI–3 : ENOS WADE'S FIRST STORY

I remember a few years back, ol' Zeke McCabe 'n his boys were comin' back from a day's trawlin', when Zeke spotted this light out on the island.

Well, they were headin' into the bay, an' they'd be comin' near the place anyway, so they decided t' have a looksee. Ol' Zeke, he figured one of them Boston bigshots had gotten himself stranded out there an' was screamin' for help.

Wellsir, they hove to and made for the old dock on the island, puttin' on a little speed so they could get themselves out there and back home before dark.

They were about a hundred yards off the island when all of a sudden Zeke's boat gives this real powerful lurch, like she's hit a submerged rock 'r somethin'. Problem was, every rock in the Bay's been charted, and there ain't a one out there 'round Grimrock.

'Bout now, Zeke's had enough, an' the light he spotted had gone out anyway. Zeke wasn't a man to risk his livelihood over some fool tourist, so he comes hard about an' makes for home.

That night they looked over the hull for damage. My folks lived right nearby, so I went on over to help out; water was still warm from the summer, so I didn't mind much.

There wasn't much damage, really, but what there was of it was real strange. We were divin' at night by lantern light, but still, I'm sure as I'm standin' here that the four marks runnin' the length of the starboard hull were scratch marks - half an inch deep an' made by a hand 'bout three feet across.

That's why folks don't care t' come out to Grimrock - and why it costs $25 for me t' take you there!

GI–4 : ENOS WADE'S SECOND STORY

Those college boys that disappeared a while back; they say they went overboard an' drowned, but that's all a bilgefull of chum.

I rented that sailboat to those kids, an' I know for a fact that two of 'em had sailed before, otherwise I wouldn't have let them take the boat out.

They didn't tell me they were goin' out to the island. If I'd known that I sure wouldn't have given 'em the boat, no matter how much they paid.

I was the one that found the boat, y'know. I rented it to 'em, so I figured I was obligated to help look for 'em. Wellsir, that sailboat was tied up pretty as you please at the Grimrock dock, an' no sign of any of 'em on the whole blessed island.

Now you tell me: If those boys all fell overboard, unlikely as that is, then who tied up the boat? An' if they made it to the island, then where the devil were they?

We searched, searched hard and long, an' there was no trace of 'em. Were they hidin' on us? If so, why? An' if they were there, then they're still there now, 'cause no one's seen or heard from them since the day they took off with my boat.

You ask me, the house got 'em. Ate 'em up, just like it does to anyone who goes pokin' around out there by themselves. Just like it'll do to you if you don't watch out.

GI–5 : ENOS' THIRD STORY

I seen a lot of strange things in my time, but nothin' like I've seen just watching' that island out there. Things happen out there on Grimrock, even when there ain't no one there - at least, no one livin'.

They say if you listen close on certain nights, you can hear the weirdest sounds comin' from the house, but I don't know how much of that's true, not havin' heard it for myself.

I seen the lights, plenty of times, though, bobbin' around the island, lookin' for all the world like somebody was out there takin' a stroll an' carryin' a lantern to light their way.

Yeah, sure, it could just be somebody docked out there an' went for a midnight looksee. But how come the lights just wink out all of a sudden, and don't ever come on again? I know; I watched for 'em.

And how do you explain this: I was comin' home late one night - I was probably the only one awake in the entire town - and just by chance I happened t' look over to the island.

Wellsir, all of Grim House was lit up, plain as day; every window showed up clear as a bell, even at this distance. Even the little theater building was lit up, like there was some grand party goin' on out there. But I guarantee you, whatever showed up for that party, it was nothin' of this world.

An' then this -- shadow -- came out of the sea, between me an' the island. It was big; so big it blotted the whole island from my sight, an' I swear it must have had wings on it, 'cause it spread 'em out as it left the water. I don't know what it could have been, and I don't want to know, not ever.

I could only see it outlined against the stars, an' that's the only way I knew it was sinkin' back into the sea; all the stars started comin' back. An' when it was gone, there wasn't a single light to be seen out on Grimrock.

Now you can make whatever you want out of that. I'm only tellin' you because you look like you seen a few things in your time too, an' I want you to know full well what you're gettin' into out there - before it's too late for you to get out of it.

GI–6

You have uncovered a dusty packet containing copies of a dozen contracts dated 1841 – 1843, signed by Lazarus Grim and various local craftsmen.

All are quite clearly for the construction of Grim House.

GI–7

ACCIDENT REPORT

This Accident Report, being dated the 12th day of the year 1845, pertains to the sudden and accidental death of one Alma Grim, wife to Lazarus Grim, a local landowner.

Mr. Grim has stated and attested that on the above–mentioned date, he and his wife were out on the bay for a day's sail on the family yacht. Hit by sudden and unexpected high seas, the couple attempted to bring the ship about and return it to the dock at Grimrock Isle.

In the process of performing said action, Mrs. Alma Grim was washed over the side of the vessel, and Mr. Grim testifies that by the time he was able to reach the rail where she had fallen, his wife had vanished beneath the waves. She was not seen again by Mr. Grim.

Upon being informed of this disaster, I, Sheriff Otis Yates, did form and organize a search party to set forth into the area where Mr. Grim stated the accident occurred, there to undertake a rescue.

Mrs. Grim was not found on this day.

ADDENDUM

The search for the body of Mrs. Alma Grim was extended for a period of 3 full days, but the search party was unable to locate any trace of the missing woman.

All evidence was weighed, and it was ruled that the disappearance of Mrs. Alma Grim be recorded as a tragic accident. It was so recorded on this date.

I hereby attest to and affirm the facts as stated in the above report, in witness of which I affix my signature, thereby discharging my duties as Sheriff of Dove's Bay.

Otis Yates, Sheriff

The Year of Our Lord 1845

GI–8

SHERIFF'S REPORT

On the evening of November the 3rd, 1846, myself and 8 good deputies were obliged to row out to Grimrock Isle to dissuade certain townsfolk from causing harm to befall Mr. Lazarus Grim, whom they held responsible for certain disappearances in the Dove's Bay area, and did accuse him of the practicing of witchcraft.

Tardily alerted to this mob action, we were unable to prevent the tragedy. The lower floor of Grim House was in flames, and by the time the blaze was extinguished, the malefactors had fled the scene in various boat, which were later reported by their owners to be stolen.

The identities of these individuals are known, but there is no proof that can be brought against them. I strongly suspect that Willard Loomis was the instigator of these terrible events, but again, there is no proof that I can bring against him.

Of Mr. Grim and three of his servants there was no trace to be found, and though the search continues, we can only presume them to have all been slain in the fire.

The servants were no local to Dove's Bay, and there is no clue as to their identities or place of origin, so it remains impossible for me to notify any next of kin. The investigation, however, continues.

Otis Yates, Sheriff

GI–9

SHERIFF'S REPORT

Reported missing on this day August 9, 1888, one James Cuthburt, one Virgil Summs, one Albert Rappaport, and one Ezra Coombs, who were known to be vacationing students from Boston University. The four young men were last reported seen at the docks by a fellow student, one Joshua Lambson.

Mr. Lambson stated that his friends had planned to spend that day sailing about the Bay and that he, being afflicted by severe seasickness after but a few minutes aboard a boat, elected to remain ashore and explore the town.

The young men had agreed to meet at the Seaside Tavern at 4 PM that afternoon to discuss their day, and when that time arrived and his friends failed to appear, Mr. Lambson became concerned and, after ascertaining that they had not returned their rented sailboat, he made haste to this office to file a multiple missing persons report.

ADDENDUM

This being the 12th day of August, 1888, new facts have arisen in this case.

On this date a sailboat identified as the one rented to the four college students shortly before their disappearance was found tied to the old disused dock on Grimrock Isle, the deserted estate of the late Lazarus Grim.

Calling together a group of twenty local men, I conducted a thorough search of the mansion and grounds, but no trace of the young men was ever found.

I am at a loss to explain this mystery, but will continue the investigation until new facts arise.

Efram Zimmel, Sheriff

GI–10

SHERIFF'S REPORT

October 13, 1900

Reported to be missing on this date: Mr. and MRs. Richard Toliford and four household servants, all recently occupying the property commonly referred to as Grimrock Isle.

The report was made by Mr. Joseph Waxted, a friend of the family who owns property here on the mainland. Having had no word from the Tolifords in over a week, Mr. Waxted took alarm and came to inform me of his fears.

I instructed deputies Klemmer and Jhohansen to investigate the matter, and they promptly rowed out to Grimrock Isle to pay a call on the Tolifords. They returned to report that the Tolifords and their servants were nowhere to be found, and there were no signs that they had packed to leave the property for an extended period.

All furnishings were found intact and undisturbed, and all three of the estate boats were found still tied to the docks or in the boathouse. Yet despite a thorough search of the property, no trace of the Tolifords could be found.

Alarmed by this turn of events, I returned to the island with deputy Klemmer to conduct a closer inspection of the property. We found nothing at all that would help explain this disturbing mystery, but in the master bedroom, I did find a half–completed letter apparently written by Mrs. Toliford, which contains the following passage:

..... I feel so listless and worn of late, as if the strength were being drained from my body. I know Richard feels the same, though he will not admit to it.

I do not like this house. I feel that if we remain here longer it will consume us....

I do not present this as evidence of any kind. It is, however, the last known communication by any of the Tolifords or their servants, and as such deserves inclusion in this report.

It is my suspicion that Mrs. Toliford could not tolerate the isolation imposed on one who must live on an island cut off from the mainstream of society, and I fear that the strain of it prove too much for her, forcing her into some terrible and tragic action.

I doubt that I shall ever be able to prove any of this, but I will continue the investigation.

Lawrence Bathurst, Sheriff

GI–11

You have discovered a packet of purchase transactions involving the Grimrock Isle property.

Over the years since the turn of the century to the present date, there have been a total of 6 owners of the Grim Estate. None of these owners have ever remained in the house for more than a year before placing the property on the market again.

GI–12

The great storm of All Hallow's Eve in the year 1846 marked a time of great strife and hardship for the people of Dove's Bay who, depending on the sea for their livelihood, were devastated by the damage wrought by the storm upon their ships and equipment.

Resentment of the wealthy estate owners who used Dove's Bay as a summer home grew in direct proportion to the strife of the villagers. At times, this resentment boiled over into violence.

The police reports of that time show a marked increase in the number of vandalisms, all unsolved and all directed at those summer cottages of the well–to–do. There were only two occasions of actual assault, but they were played down by the authorities, and charges were never pressed.

There was one incident at that time, however, that went far beyond the pushing and shoving stage, and crossed the line into ugly mob violence directed at one of the area's largest property owners.

On November 3 of 1846, a group of enraged and – we can only presume – drunken villagers mounted an assault on the island estate of a Mr. Lazarus Grim, inflicting substantial damage to the mansion and adjacent outbuildings.

More importantly, during the course of this raid the main house was put to the torch, and Mr. Grim, a widower, and his three servants were reported to have perished in the flames.

As in all the minor cases which preceded it, the investigation into the incident was half–hearted at best, and no satisfactory conclusions were ever reached.

This, of course, was due to the small town mentality which caused the townsfolk to band together against the outsiders whom they perceived to be wallowing in their wealth while they, the townsfolk suffered.

However, the incident at Grimrock Isle seems to have been the culmination of hostilities between the groups, and once the initial furor of the event died down, life more or less returned to normal in Dove's Bay.

It is perhaps fortunate that Mr. Grim had no heirs to press for a more thorough investigation of the raid, for had such been the case, the situation in that little hamlet would only have worsened until it resembled the range wars of the Old West.

Too, the vast improvement in the local fishing industry helped to cool things off considerably. With the boats coming in with full holds, there was enough food and enough profit to see these hard–working families through another winter.

Still, it was not until 1848 that the estate owners began summering in Dove's Bay once more, fearing their presence would generate a resurgence of the old hostilities.

– NEW ENGLAND TOWNS –

GI–13

Though it was never proven, a young fisherman named Willard Loomis was suspected of instigating the raid on the Grimrock Isle estate in 1846.

Like many others, Loomis clung to the superstitions of the past, and on many occasions went so far as to publicly accused Mr. Lazarus Grim of witchcraft; indeed, it is known that he held Mr. Grim to be responsible for the great storm of All Hallow's Eve of that year.

The storm caused much property damage, destroying over twenty boats and causing the deaths of six men from Dove's Bay alone. Small wonder then that hostilities were high during that period.

– SEACOAST LORE –

GI–14

Grim, LAZARUS (1806 – 1846) Born in Weymouth, Massachusetts, Grim spent his youth on the Boston docks, where he signed on aboard a merchantman at the age of 16.

By the age of 25, Grim was given his own ship, and when the company he worked for went bankrupt, he was able to purchase the vessel and go into business for himself.

Captain Grim plied the Pacific for the next ten years, during which time he amassed a considerable fortune, though the nature of his cargo was never known; this proved to be the source of a certain amount of unflattering speculation, reinforced by the fact that his clients were all of a most unsavory nature.

Upon retirement, Captain Grim commissioned the construction of Grim House, this located on a small island of the coast of Main, near the small fishing village of Dove's Bay. There he moved with his wife Alma and their household staff, consisting of three Polynesian servants whom it is assumed Captain Grim acquired on his travels through the Pacific.

In the fall of 1846, Mr. Grim was presumed to have been killed in an attack on his estate by a band of locals, who for some reason blamed him for the difficulties being experienced by the village at that time.

No bodies were ever discovered, nor was any trace of either Lazarus Grim or his servants ever found. Therefore, the date of his death can only be an approximation based on existing facts.

– LESSER KNOWN RESIDENTS OF NEW ENGLAND –

GI–15

Of all the witch cults existing, or rumored to be existing in the New England area during the 1800's, the one which seems almost impossible to document is the one which reputedly operated in Dove's Bay, Maine.

Research into this coven is hampered by a marked scarcity of facts and the natural reluctance of the relatives of the suspected cultists to talk about their ill–starred ancestors.

It was widely suspected – though never proven – that the leader of this cult was one of the wealthy elite whose posh estates dot the waters of Dove's Bay. But again, there is no concrete evidence to support this theory.

– The Coffee Table Books of New England Witchcraft –

GI–16

In the Spring of 1843, the Boston police raided what was at first thought to be a meeting of some local witch cult being conducted in a warehouse owned by Captain Lazarus Grim of Dove's Bay, Maine, who claimed ignorance of the ceremony.

The police quickly discovered that this was no coven, but an obscure cult worshiping an equally obscure god called Dagon, a name of obviously Greek origins.

No mention of this deity is to be found in any of the conventional tomes of occult lore, so it can be assumed that this was a pseudo–religion created by some 19th century charlatan.

Determining this to be the case, all participants were fined for trespassing and released. The names of the arrestees are as follows:

Amos Johnson	Festus Kilane	Jerome Wattles
Gilbert Marter	Fred Kleetes	Nathan Jeffers
Louis March	Clyde Bloch	Zachariah Martens

The leader of this cult escaped capture during the raid, and since the cultists refused to divulge his name, he was never identified.

– CULTS AND COVENS –

GI–17

Duncan brews a pot of coffee and you sit discussing the town and its scandals. Eventually the conversation comes 'round to Lazarus Grim and Grimrock Isle.

"Oh, there was a coven in Dove's Bay, you know," he chuckles. "Of course, coming up with proof of it, well that was another critter altogether. Have to be careful where rich and powerful men like old Lazarus are concerned.

"Talk around town was that Grim led the coven, and I for one an inclined to believe it. My father described him as an evil man; evil in thought, evil in deed, and evil in appearance.

"There were others in town who were nearly as bad. Wattles, Martens, Kleetes, and Bloch, to name a few of the worst. They were part of it, and look where it got them. Disappeared without a trace one night in 1846, and never a word heard from them since.

"No one ever really found out where Captain Grim got all his wealth. True he owned a ship and sailed the Pacific for a good many years, but still...

"I mean, where did he get enough money to buy that ship in the first place, him a mere deckhand. And word went around that he paid for it in gold; not coin, mind you, but in solid ingots of the purist gold anyone had ever seen."

GI–18

– JULY, 1919

Tobey Jones told authorities today that he saw an enormous rat scurry through Palmer's Orchard last evening – a rat nearly four feet tall! What has Tobey been drinking these days?

GI–19

AUGUST, 1888

Joshua Lambson, a student at Brown University, told this reporter that his four missing companions, also college students, had intended to explore the house on Grimrock Isle.

Though that is where the young men's rental boat was found, there still remains no trace of the students.

GI–20

JUNE, 1888

Willard Loomis was arrested today for assaulting Mr. Lazarus Grim as he stepped out of MacUmber's Bait and Tackle. As he was dragged off, Mr. Loomis accused Mr. Grim of witchcraft, a most serious charge.

When questioned on the allegation, Mr. Loomis refused to comment further, and is currently serving a thirty day sentence for assault.

When asked about the charge of witchcraft, Mr. Grim told this reporter: "The man is a lunatic. Should be locked up for considerably more than a month."

GI–21 : EXCERPT FROM "THROUGH THE REALMS OF DEATH."

Death is not an ending, but rather a point of transfiguration, when the soul is released to travel countless realms of multiform wonder – and terrors such as the living dare not contemplate.

We have visited these realms many times before this life, and shall do so many times after. The key to mastery over one's future journeys is to tap the memories of previous experience. Only then can the soul be truly free.

GI –22 : EXCERPT FROM "THROUGH THE REALMS OF DEATH."

For the great majority, death is likened unto a dream; an extended residence in the land of dreams, where one may be visited by those of the living who have attained some puissance in the art of dreaming.

But even for these dream–dwellers, there eventually comes a time of passage, when one seeks out the realms of death, to travel there for a time before moving on to that new life which awaits us all.

GI–23 : EXCERPT FROM "THROUGH THE REALMS OF DEATH."

There are those who refuse the natural order of things, who cling so tenaciously to this life that they are able, through sheer force of will, to maintain an unnatural existence for many years, decades – or even centuries!

The ages–old accounts of the vampyr have arisen from encounters with such folk, who have grown into horrid, shriveled husks half mad from their unceasing battle against the crushing press of time.

Such creatures as these are known as Revenants, undead beings who remain active in the world of the living through a diabolical sense of purpose, as they strive to complete some task which the natural span of their years could not encompass.

GI–24 : ANTON BLOCH'S DIARY

This volume is the rambling account of a madman, recording the man's alleged degradation from man into ghoul, one of the rubbery, meeping horrors which inhabit these nightmare tunnels.

It is a disgusting, blasphemous tale of grave–robbing and cannibalism, the reading of which will cost you 1D6 points of Sanity, or 1 point on a successful SAN roll. From this tome you will also receive +5% Occult Knowledge.

The final entry, set down in a near illegible scrawl, reads as follows:

"And so my transformation is complete. I leave behind forever the world of the living, and descend into these dark and loamy tunnels to begin a new life – a life unending.

"When I have finished this account, I shall descend into the great pit into the deeper realms of the netherworld to meet with the god of ghouls, and to face whatever fate befalls me.

"If you who read this are human, I offer you this warning:

"Flee this place and forget you ever found it – and above all else, do not follow after me!

GI–25 : YOUR COMPANION'S STORY

"I came to Dove's Bay seeking further information concerning my brother's disappearance. He had been vacationing here, and was said to have vanished in a boating accident. Yet I knew my brother to be an excellent swimmer.

"I discovered that he had inquired about the house on Grimrock Isle, and mentioned his intention of exploring the island on the very day of his disappearance.

"And I know that is what he did. He entered that house and confronted a thing which should have been long dead – and that thing stole away his very soul!

"I know that thing was once called Lazarus Grim, who was as evil in life as he was in death – and still is!

"The house and its spirits are not to be feared, for they are merely pathetic victims seeking their freedom. It is Lazarus Grim who is the evil heart of Grim House, and undead thing who seeks to inflict a far greater evil than himself upon the world!"

GI–26 : AN EXCERPT FROM "LIBRE IVONIS."

The Nature of the Universe is multiform, being likened unto a Cosmic Fabric, held together by the absolute Laws of Existence.

But there is known to a Certain Few those Means whereby the Fabric can be torn to allow Passage between many Places and Times.

"There are Dangers involved in passing through such Gates, in that one is significantly Changed in order to assure Survival in those Places on the Other Side. These Changes can be Strange and Terrifying, as can be the Nature of those Others who also travel these Pathways, especially Those who are Imprisoned in Earth's far Past.

GI–27 : GLEASON BAILEY'S STORY

"I first heard about Dove's Bay and Grim House from an associate of mine, a private investigator by the name of Jack Bassett. Just like you, he was hired by Tobias Armbrewster to clear Grim House's so–called "good name."

He wrote to me every other day to keep me posted on what he was up to, but mainly to let me know he was still OK. But then the letters stopped, and when I arrived last week, Mr. Armbrewster told me he hadn't heard from Jack for three days, figured he'd given up, and hired you.

"I'm beginning to suspect that Jack is dead, and there are a few things I figure you should know if you don't want the same to happen to you.

"First, keep an eye out for some fellow in a red fisherman's cap. Jack said he'd seen this guy tailing him around town a few times.

"Second, there definitely is something funny going on at Grim House. Jack wouldn't say exactly what, but too many people have vanished in and around the place for it to be simple coincidence – which Jack never believed in anyway,

"The third thing is sort of odd. In one of his letters, Jack wrote that 'there's more to that old library than books'. That was in his last letter; I don't know, it may be something important.

"I also got the impression that whatever is going on out there is coming to a head very soon – and whatever it is, you can bet it won't be pleasant!"

GI–28

MAGISTRATE'S REPORT

In this the Year of our Lord 1799, the constabulary of Dove's Bay did apprehend the murderous highwayman who has been preying upon unwary travelers in our area for the past three years.

When apprehended, it was revealed that the masked rogue was none other than Geoffrey Thomas Ridley, a local gentleman of high station in our town. It would appear that Mr. Ridley had attained his fortune through the robbery and murder of no less than 13 unfortunates who chanced to be traveling to or from Dove's by in the late hours of the evening.

When finally brought to justice, Mr. Ridley did fall into such a state of blind and blasphemous rage that it was necessary for him to be restrained during his trial, and even then he shouted obscene imprecations at the court and all who attended, until at last it became necessary to gag him as well.

Due to the violent nature of his crimes, and taking into account Mr. Ridley's obviously unrepentance, it was the verdict of this court that the defendant be executed by beheading, his body and head buried separately, and both in unhallowed ground.

This was done both to serve justice, and to assuage the fears of certain townsfolk that Mr. Ridley was in some manner in league with the forces of darkness.

Sentence was carried out the next morning, and the defendant remained defiant and abusive, cursing the town and swearing that he would one day return to exact a terrible revenge.

Virgil Nist
Magistrate
Dove's Bay
November 2, 1799

GI–29

If you want to know more about Grimrock Isle, meet me at Bleakmoore Cemetery tonight after dark.

GI–30

If ye seek to be rich, who come after me,
Seek no further than the apple tree,
In Thompson's Orchard, tall and bold,
A bolt of lightning guards the gold.

GI–31

Ghosts and hauntings, perhaps the most common of all New England phenomena, have long been part of the folklore and legendry of the area. The most interesting of such tales of apparitions and restless spirits are those of strange creatures that haunt the dark, lonely country lanes and back roads which the locals are careful to avoid.

One such apparition is the headless horseman of Dove's Bay, who is said to appear as a spectral figure in black carrying an enormous, blazing jack–o–lantern and riding an ebon steed which, apparently, breathes fire and possesses baleful, glowing eyes and cloven hooves that throw up showers of sparks as it gallops along, hideous laughter issuing from the unseen mouth of its headless master.

The Horseman of Dove's Bay is said to be the spirit of highwayman and scoundrel Geoffrey Thomas Ridely, who in the late 1700,s plagued the darkened lanes of the tiny Maine coastal village, robbing and sometimes murdering hapless travelers.

According to town records, Ridely was executed by decapitation on October 31, 1799, his body and head interred in separate caskets in a woodland grave somewhere along Ikabod Lane, where nearly a full dozen of his victims were discovered during the period 1797 to 1799.

In 1842, Ridely's body was moved to a proper resting place in Bleakmoore Cemetery, and it was in this year that the Horseman was first reported. Since 1842 no fewer than 24 sightings of spectral horsemen have been reported, and at least 3 unusual deaths have been blamed on the haunt.

Legend holds that on the darkest of nights, the eerie, still lanes of Dove's Bay will echo to the sound of thundering hooves and mad, hollow laughter carried on the wind. Any foolish enough to be about on these nights will soon find themselves surrounded by thick fog, out of which the Horseman shall ride, its carved jack–o–lantern illuminated by hellfire and grinning evilly at its next victim.

According to the locals, if those who encounter Geoffrey Thomas Ridely care for their eternal souls, they would do best to flee from the specter, lest the suffer his infernal wrath.

–NEW ENGLAND MYTHS AND LEGENDS –

GI–32

LEAVE TOWN NOW.
WE KNOW WHERE YOU ARE.
WE'LL GET YOU.

GI–33

``Under certain circumstances, it is possible, by force of will, to maintain a semblance of life beyond the normal span.

``Thus created, the revenant must forever maintain an unfailing concentration upon the single fact of continued existence.

``Should that intense concentration be broken, as by some terrible shock or crushing disaster, the revenant shall be consumed by the very years he has heretofore held at bay...''

GI–34

``I believe we share a common interest here in Dove's Bay, and that a pooling of information might prove beneficial to us both.

``If you agree, meet me tonight at Thompson's Bridge near midnight. We will be assured of privacy there.''

GI–35

"I have information vital to your research. Meet me at McKiernan's Lighthouse at midnight and I will tell you what I know.

Your Friend

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If you play Call of Cthulhu, there's more to life than you think! Check out this stuff, including our CoC magazine, *The Unspeakable Oath*

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TUO6 is another giant, eighty pages featuring *Call of Cthulhu 5½*. Chaosium's release of CoC 5th Edition left a few gaps, gaps that we've filled in. Our regular columns and features are absent to make way for pages of new occupations, new skills, and new ways to use magic and sanity. It even includes a revised character sheet for your new CoC*5½* investigators. And just to top things off, we present every player's dream: The Randolph Pierce Foundation, a small but complete organization of dedicated investigators working to unearth lost knowledge and illuminate humanity. Your investigators can join with this issue's scenario, "Blood on the Tracks." $4.00

Courting Madness reprints the most-demanded material from TUO2 & 3. Includes the scenarios "The House on Stratford Lane," "The Travesty" and our masterpiece, "Grace Under Pressure." Plus assorted articles and Tales of Terror. Includes two 11"x17" mapsheets and two sheets of cardstock for "Grace" plus a beautiful brochure to an auction of occult paraphernalia. A numbered, limited edition of 200 copies, all behind a stunning Blair Reynolds cover that was censored from Chaosium's *The Stars Are Right!* $6.00

Alone On Halloween is a *Call of Cthulhu* supplement containing two scenarios. The first, "Alone On Halloween," is a long solo scenario where the player delves into secrets best left hidden, on a dark and rainy Halloween night. The second, "The Old Dark House," is designed for the Keeper to tinker with. It includes floor plans and descriptions for an English country manor, accompanied by numerous plot ideas, NPCs, villains and monsters, from which the Keeper can pick and choose. The end result is a scenario uniquely suited to each group's temperament and style of play. *Alone On Halloween* features a gruesome centerfold illustration by artist Blair Reynolds. $8.95

Cult of Cthulhu T-Shirts feature a new design by *Oath* cover artist Blair Reynolds. It depicts a horribly violent confrontation between a handful of investigators and a mob of cultists. Bullets fly, swords swing, and limbs and blood spray through the air. In the background sits a strange temple, while above it all hangs a sinister symbol, the symbol of the Cult of Cthulhu! To make it complete, there's a Pagan Publishing logo on one shoulder. Available in Large and X-Large—please specify! $10.00

Creatures & Cultists is our insane card game from TUO4. Now you can get it without the cards being folded in half and stapled—yow! C&C lets you be the cultists; from 3-5 players can each take the part of whatever cult they wish, then send out their thugs, sorcerers, and monsters to obliterate the enemy! If you're Favored By The Stars you may even be able to summon your deity to earth and win the game. This new edition includes new cards to boot, totaling 112 in all. $4.00

Killer Crosshairs, *What Gun Control Was Meant To Be!* Our exclusive hit-location system for use with almost any role-playing game! Includes a transparent crosshair you sight against one of the ten different target silhouettes included. Aim the crosshair on the part of the body you want to hit, then make your roll as normal. Simple conversion system uses only one additional die roll to show you *exactly* where you hit—or how far off you missed. Includes optional guidelines for what happens when each part of the body is damaged. Resolves those "you can't hit my leg, I'm behind a trash can!" arguments for good. Fun, easy and *way cool.* $5.00

All done? Okay, total up your purchases. If you're in the U.S. or Canada, add $5 for shipping and handling. If you're overseas, to figure your shipping costs add 30% of your total order for Surface Rate, or 80% for Air Rate. Send a check or money order to Chaosium, Inc. 950-A 56th Street Oakland, CA 94608. Or, use your Visa or MasterCard by mail, or by phone: **[510] 547-7681**.

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